Christian Kuss

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EDUCATION

NORTHEASTERN UNIVERSITY | Candidate for BS in Electrical & Computer Engineering
Boston, MA

GPA: 3.44 | Expected Graduation Date: Dec 2021 | Fourth Year
Relevant Courses: Machine Learning | Electromagnetics | Object Oriented Design | Embedded Design
Activities: Boston Campus Ministry | Northeastern Unmanned Aerial Vehicles

SKILLS

PROGRAMMING

- Python, C++, Java, C#, Ruby/Rails, Javascript
- Familiar with C, LaTeX, MATLAB, Elixir, React

COMPUTER

- Unity, SolidWorks, AutoCAD, 3DSMax
- AWS, Arduino, Docker, Git

EXPERIENCE

AMAZON ROBOTICS | Software Engineering Co-op — Jan '20 - Jun '20
North Reading, MA | Java, C#

- Developed an image generator using C# and Unity for creating a machine learning training set
- Implemented feature requests into custom gradle CLI package
- Created standalone service using AWS Batch with GPU enabled docker images

TABLECHECK INC. | Software Engineering Co-op — Jan '19 - Jul '19
Tokyo, Japan | Ruby, Rails, Elixir

- Implemented a low-level "rescue service" using React and DynamoDB
- Developed a payment platform microservice in Ruby that adapts to third party API's
- Wrote and performed detailed test cases using RSpec

SERVICE LEARNING FOR ENGINEERING | Volunteer Mentor — Sep '17 - Dec '18
Boston, MA

- Taught primary school children engineering design and Arduino to build Sumo Bots

HOPEWORLDWIDE SERVICE TRIP | Volunteer — Jul '18 - Aug '18
Lusaka, Zambia

- Taught general science principles to primary school students
- Designed and built a playground from old tires

PROJECTS

SMARTYPILL — In Progress
Python, Arduino

- Developing an automatic pill dispenser that eliminates error in taking prescriptions by dispensing correct dosages with water
- Utilize Alexa Skill to allow for user interaction along with auditory and visual reminders
- Incorporated as L.L.C. in July 2020

RETRO EYE — Oct '19
Python

- Created a tetris game that is controlled using computer vision
- Implemented connection with Google Cloud Vision API to determine eye location
- Developed an API to connect game dynamics to eye positioning