

# Kevin Lutzer

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<b>Contact Information</b>	Website: <a href="http://www.kevinlutzer.ca">www.kevinlutzer.ca</a> Saskatoon SK, Canada	Phone: (306) 370-4597 E-mail: <a href="mailto:kml183@mail.usask.ca">kml183@mail.usask.ca</a>
<b>Education</b>	University of Saskatchewan, Saskatoon, SK. Canada <b>B Sc. Computer Science</b>	Sept 2012 – Dec 2016
	University of Saskatchewan, Saskatoon, SK. Canada <b>B.E. Electrical Engineering</b>	Sept 2012 – Oct 2016
<b>Professional Experience</b>	Vendasta, Saskatoon, SK. Canada <b>Intermediate Software Developer</b> <ul style="list-style-type: none"><li>• Develop progressive web apps.</li><li>• Build application programming interfaces (API) using both remote procedure call (RPC) and hyper text transfer protocol (HTTP) with create, read, update and delete (CRUD), as well as representational state transfer (REST) operations.</li><li>• Mentor new developers.</li><li>• Develop frontend architecture and design patterns.</li><li>• Provide technical information and problem resolution for inquiries through internal QA software and blogs.</li><li>• Interview potential software developers.</li><li>• Conduct performance reviews.</li></ul>	September 2017 – Present
	Vendasta, Saskatoon, SK. Canada <b>Junior Software Developer</b> <ul style="list-style-type: none"><li>• Built asynchronous JavaScript and XML (AJAX) endpoints with (REST).</li><li>• Developed knowledge base of industry common programming practices and processes.</li><li>• Participated as an effective member of a developer team.</li><li>• Took on a leadership role for executing various projects to enhance software performance.</li></ul>	March 2017 – August 2017
	University of Saskatchewan, Saskatoon, SK. Canada <b>Research Assistant</b> <ul style="list-style-type: none"><li>• Conducted research on infrared sensors for gastrointestinal cancer detection using photonic and optical principles</li><li>• Performed experiments using an application specific fluorospectrometer</li></ul>	January 2015 – August 2015
<b>Technical Skills</b>	<ul style="list-style-type: none"><li>• <b>Programming and Scripting Languages:</b> python, html5, js, css, scss, matlab, bash, java, assembly, C, C++, typescript, go, and <math>\text{\LaTeX}</math></li><li>• <b>Software Tools and Applications:</b> GDB, Subversion, git, GitHub, Netbeans, Eclipse, Atmel Studio, Brackets, Texmaker, Visual Studio Code, OpenSCAD, Keil, FileZila, Virtual Box, RealVnc, make, Arduino IDE, and Docker.</li><li>• <b>Development Ecosystems:</b> Raspberry Pi, Arduino.</li><li>• Progressive web app development.</li></ul>	

<b>Technical Skills Con't</b>	<ul style="list-style-type: none"> <li>• Backend web development.</li> <li>• Utilizing 3D printers, laser cutters, and CNC mills.</li> <li>• Theory and application of analog and digital electronics.</li> <li>• PCB development using Cadsoft EAGLE.</li> <li>• Circuit design.</li> </ul>
<b>Notable Coursework</b>	<p><b>CMPT 332</b>(Operating Systems)</p> <ul style="list-style-type: none"> <li>• <b>Theory:</b> Low level programming, OS processes, threads, inter-process communication, kernel theory, system calls, memory management, process scheduling, file-systems, and disk I/O. Assignments were done by adding features to xV6 operating system by MIT.</li> </ul> <p><b>EE 495</b>(Engineering Final Design)</p> <ul style="list-style-type: none"> <li>• <b>Theory:</b> Engineering design method. Project development into a proof of concept from a list of specifications and requirements. Time and money were budgeted by students in approval with supervisors. Supervisors enforced deadlines of the project.</li> <li>• <b>Built:</b> A computer visioning system that can measure the velocity of a drone reference to the ground using a raspberry pi, web-cam, sensors, and openCV2.</li> </ul> <p><b>EE 465</b>(Digital Electronics Design)</p> <ul style="list-style-type: none"> <li>• <b>Theory:</b> 16-QAM modulator design and implementation.</li> <li>• <b>Built:</b> A system that could transmit and receive data using 16-QAM modulating on a field programmable gate array development board.</li> </ul> <p><b>EE 280</b>(Abstract Data Types and Algorithms)</p> <ul style="list-style-type: none"> <li>• <b>Theory:</b> Time and space complexity, algorithm development for operations to manipulate data in common abstract data type structures. The abstract data type structures studied include a multitude of different trees, hash tables, single/double linked lists, stacks and queues.</li> </ul>
<b>Recent Projects</b>	<p><b>Sumobot V3</b>(Competition Sumo Robot) <span style="float: right;">August 2016 – Present</span>  A regulation 500g 10x10cm sumo robot that is meant for the 2017 RoboGames in California.</p> <ul style="list-style-type: none"> <li>• <b>Languages Used:</b> Embedded-C, Assembly</li> <li>• <b>Technologies Used:</b> custom printed circuit board, electronics, Atmel Studio 6, 3D printer, and a Atmel AVR MCU</li> </ul> <p><b>Electronic Business Card</b>(Portfolio Project) <span style="float: right;">July 2017 – September 2017</span>  A small hardware efficient USB device that multiplexes messages across a custom 4x5 led matrix.</p> <ul style="list-style-type: none"> <li>• <b>Languages Used:</b> Embedded-C, Assembly</li> <li>• <b>Technologies Used:</b> custom printed circuit board, electronics, Atmel AVR MCU, and Atmel Studio 6</li> </ul> <p><b>Personal Website</b>(Portfolio Project) <span style="float: right;">October 2016 – Present</span>  A reactive web app to highlight my projects and current experience.</p> <ul style="list-style-type: none"> <li>• <b>Languages Used:</b> Javascript, Typescript, SCSS, CSS</li> <li>• <b>Technologies Used:</b> google appengine, google cloud storage, google cloud functions, google datastore, angular2, material design</li> </ul>
<b>References</b>	Available upon request