Kevin Lutzer

Contact Website: https://kevin.lutzer.ca Phone: (306) 370-4597
Information Linkedin: https://linkedin.com/in/kevin-lutzer E-mail: kevin@lutzer.ca

Location: Saskatoon SK, Canada

Education University of Saskatchewan, Saskatoon, Sask., Canada Sept 2012 – Dec 2016

B Sc. Computer Science

University of Saskatchewan, Saskatoon, Sask., Canada Sept 2012 – Oct 2016

B.E. Electrical Engineering

Professional Experience Vendasta, Saskatoon, Sask., Canada Software Developer Team Lead January 2019 – September 2019

- Be accountable for, and lead a high-performing Scrum software development team.
- Collect and prioritize customer and stakeholder feedback for products my team maintained.
- Perform performance reviews on team members.

Vendasta, Saskatoon, Sask., Canada

September 2017 – January 2020

Software Developer

- Build application programming interfaces (API) using both remote procedure call (RPC) and representational state transfer (REST) design patterns.
- Build software using containers and Kubernetes within the Google Cloud Platform.
- Develop front-end architecture and design patterns.
- Provide technical information and problem resolution for inquiries through internal Q&A software and blogs.
- Interview potential software developers.
- Mentor developers about the different products and technologies used at Vendasta.
- Design the architecture for the features my team and division built.

Recent Personal Projects

Electronic Business Card V2 (Portfolio Project)

January 2020 – Present

A business card shaped print circuit board (PCB) with a LED 8x7 matrix display. An animation is displayed on the matrix when the USB connector on the PCB is plugged into any USB port.

- Languages Used: Embedded-C, Assembly.
- **Technologies Used**: custom printed circuit board, Atmel AVR MCU, and Atmel Studio 6, Autodesk Eagle.

Room Environment Monitor

May 2018 – Present

This project was meant to monitor the air quality (total volatile organic compound) and temperatures of different rooms in a house. The device collects the data at fixed intervals, then sends it to the Google Cloud Platform to be processed and stored. I featured this project in an exhibit at the 2018 Saskatoon Makerfaire

- Languages Used: Typescript, Golang.
- Technologies Used: Google IOT Core, Firestore, Cloud Functions, Raspberry PI, MQTT

References

Available upon request