Kenneth William Pirman

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Homepage: https://kenny.wtf
GitHub: https://github.com/kenjinp

EXPERIENCE

Nexthink, Senior Software Engineer — *Lausanne, CH | March 2021-October 2023*
Lead frontend engineer on Nexthink Flow, a canvas-based no-code workflow automation tool.

- Designed, built, and maintained cross-feature typescript and react libraries and SDKs.
- lead cross-team product initiatives to streamline separate features into shared components.
- Implemented unit, component, and end-to-end testing, integrated a11y compliance strategies.

Blue Brain Project, Senior UI Engineer — *Geneva, CH | March 2018-March 2023*
Seniormost fronted contributor for the neuroinformatics lab's open-source data and visualisation platform, Nexus.

- Created neuron model visualisations with WebGL technologies.
- Built data visualisation tools, such as epidemiological growth models, for NGOs.
- Implemented domain-specific Elastic-Search indices and React search interfaces

Softgames, Software Engineer — *Berlin, DE | July 2015-March 2018*
Game backend services and data analytics developer.

- Designed and rebuilt the game services platform from a monolith into a service-oriented, serverless architecture to improve loading times and cut costs, improve the product delivery process, and help developers to iterate features faster.

PROJECTS

Hello Worlds – https://worlds.kenny.wtf/intro 100+ github stars
Typescript based suite of open-source libraries to render realistically-sized planets, at varying levels of detail, from space-to-ground, in real-time.

- Makes use of high-performance web technologies, such as SharedArrayBuffers and WebWorker pools.
- Offers both React and Three.js npm packages for public consumption.

Terrain-Synth – https://github.com/kenjinp/terrain-synth 60+ github stars
Machine-learning-based terrain tool that generates elevation maps from real-earth GIS datasets.

- Designed and trained custom WGAN to produce heightmaps in less than 1s inference time on the browser.
- Implemented volumetric shadows and atmospheric scattering in custom shader.

World-Synth – https://world-synth.kenny.wtf/
Geologically based planet generation tool.

- Models tectonic plate forces to drive planetary elevation generation
- Makes use Uber's h3-js library as a spatial indexing system to improve performance of regional lookup

SKILLS

Programming Languages: Typescript, Javascript, GLSL, Python, Ruby, SQL, CSS, HTML
Frameworks and Tools: Docker, React, PyTorch, Vue, Rails, Three.js, Pulumi, AWS, Node.js, GraphQL

EDUCATION

Recurse Center Participant – Brooklyn, NY
Nov 2023-Feb 2024
Explored generative machine learning, graphics programming, and high-performance web tech. Wrote lots of code.

University of Texas – Austin, TX
Bachelor of Arts, Linguistics, May 2012
Specialisation in Mandarin film and literature, translation.