

# Kenneth William Pirman

---

Location: Brooklyn, NY

+1 (347) 680-0893; [jobs@kenny.wtf](mailto:jobs@kenny.wtf)

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, developed, and maintained cross-feature Typescript and React libraries and SDKs.
- Spearheaded cross-team product initiatives to consolidate separate features into shared components.
- Ensured product quality with unit, component, and end-to-end testing, integrated a11y compliance strategies.

**Blue Brain Project, Senior UI Engineer** — Geneva, CH | March 2018-Feb 2021

Senior-most fronted contributor for the neuroinformatics lab's open-source data and visualisation platform, [Nexus](#).

- Created WebGL-based visualisations tools for neuron morphologies.
- Developed 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 of 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.