Kirk Lefevre

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EDUCATION

University of Central Florida

Orlando, FL

Bachelor of Arts in Computer Science, Minor in Mathematics - 3.4 GPA

Aug. 2021 - May 2025

Certifications

Certified Scrum Master

Mar. 2024

EXPERIENCE

AI Software Engineer Fellow

July 2024 - Present

Remote

Headstarter AI

- Engineered innovative AI projects and led team collaborations during weekend hackathons to achieve significant
 user engagement and revenue goals.
- Partnered with industry experts to integrate feedback, refine technical skills, and apply real-world solutions in project iterations.
- Facilitated community-building initiatives, enhancing problem-solving capabilities and contributing to the development of cutting-edge software solutions.

Enterprise Quality Intern

May 2024 – Present

Miami, FL

- Implemented data analysis & sanitization techniques to optimize workflow functionality, enhancing overall efficiency.
- Innovated by designing solutions for internal flagship products, contributing to product excellence.
- Streamlined operational processes, leading to significant improvements in efficiency and product quality.

Software Developer

May 2023 – Jan. 2024

 $Limbitless\ Solutions$

Orlando, FL

- Spearheaded the integration of TensorFlow Lite's DeepLabv3 model into a Flutter app, achieving 70% accuracy and boosting performance by 25% with a custom Machine Learning model.
- \bullet Optimized an AR mapping app for Mac, increasing speed by 80% and accuracy by 90% using Apple's vision framework.
- Collaborated across interdisciplinary teams to deliver high-quality, user-centric solutions, employing agile and scrum methodologies.

Projects

Buccee Buddy | MongoDB, Express.js, React.js, Node.js, Flutter, Jest

June 2023 – Aug. 2023

- Developed a full-stack web app with Express is for the API, React as the frontend, and Jest for unit tests.
- Implemented berypt for password hashing, JWT for secure authentication, and dotenv for managing sensitive info.
- Enabled Buccee's enthusiasts to track their visits to locations nationwide and log their purchases.
- Enriched user experiences by building a user-friendly interface for recalling and sharing their adventures.

Virtual Machine | C

Feb 2023 – May 2023

- Developed and optimized a Virtual Stack Machine in C, establishing a self-contained programming environment with variable storage and arithmetic operations.
- Constructed a Virtual Lexer to parse and tokenize program commands, seamlessly integrating with the stack
 machine to enhance its interpretive capabilities.
- Crafted a PL/0 Code Generator to streamline the translation of high-level commands into efficient PL/0 instructions, improving system performance and enabling executable code production.

TECHNICAL SKILLS

Languages: C, C++, C#, Java, Javascript, Typescript, HTML/CSS, Python, Haskell, MySQL

Frameworks: NodeJS, Express, React, Flutter, Jest, Tensorflow

Developer Tools: Git, Github, VS Code, Xcode, MongoDB, SQL, Redis, Firebase, Heroku, IntelliJ

Libraries: pandas, NumPy, Matplotlib