

# Kevin Liedtke

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## SOFTWARE ENGINEER AND ARCHITECT

- 20+ years building software, shaping architecture and requirements from UI to middleware to firmware.
- Led UX design for Intel's entire wired Ethernet software portfolio, architecting solutions that improved usability across customer-facing products and internal engineering tools.
- Aligned cross-discipline teams and VP stakeholders to balance user needs with technical constraints.
- Mentored engineers on architecture, debugging, career growth, and soft skills, leading to faster ramp-up and stronger technical collaboration across teams.
- Designed and implemented the self-help and unified knowledgebase platform within Intel's Labs-as-a-Service initiative, accelerating provisioning and reducing support load across a 1,000+ person org.

## TECHNICAL SKILLS

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**Programming Languages:** C++, Python, C#, .NET, PowerShell, SQL, Java, JavaScript, TypeScript

**Web Technologies:** JSON, RESTful APIs, Node.js, React, Next.JS

**Databases:** SQL Server, PostgreSQL, MySQL

**Operating Systems:** Windows, Linux

**Tools:** Figma, Git, Github, Docker, Jenkins, Jira, Visual Studio, VS Code, Adobe Photoshop, Fusion 360

**Processes:** Design Thinking, Agile Methodology, Scrum, Automated Testing

## CORE COMPETENCIES

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Technical Leadership | Mentorship & Team Development | Cross-Functional Partnership | Design-Engineering Collaboration  
Full-Stack & Multi-Platform Development | API & Tooling Development | Software Architecture | Workflow Automation  
User Experience (UX) Design & Strategy | Prototyping | User Story Creation | Human Factors Engineering | Usability  
Process Improvement & Optimization | Continuous Improvement | Lifecycle Management | Data-Driven Decision Making  
Requirements Gathering | Documentation | Data Analysis | Innovation & Ideation | Strong Communication

## PROFESSIONAL EXPERIENCE

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**INTEL CORPORATION**, Hillsboro, OR

2005 - 2024

**Senior Systems Software Architect**, March 2022 – September 2024 - Remote

Directed architectural strategy in collaboration with Principal Engineers, driving initiatives that improved system reliability and user experience. Influenced executive-level decision-making through data-backed proposals.

- Reduced driver triage time by 30% and maintenance by 25% through automated validation using Python, C#, and SQL tools that embedded metadata for version and device traceability.
- Led process improvements in four cross-organization global divisions, driving product development efficiencies and reducing resource waste by 15%.
- Streamlined requirements review process reducing review time by 50% and improving SLA compliance by 45% through custom automation for SLA miss detection and enforcement.
- Analyzed process and usage data to identify inefficiencies; presented recommendations at a global manager summit leading to increasing engineering engagement by 200%.
- Created onboarding resources to accelerate ramp-up and preserve key team knowledge.
- Collaborated daily with cross-disciplinary teams to identify architectural challenges and define strategic solutions from firmware interfaces to end user interfaces.
- Mentored senior engineers on coding practices, design principles, and career growth.

**Senior Human Factors Engineer**, June 2012 – March 2022

Led UX architecture and strategy across Intel's wired Ethernet software stack, serving as the sole Human Factors Engineer for a 1,000+ person organization. Drove user-centered design across GUIs, APIs, and command-line tools used by network administrators worldwide ensuring consistency, accessibility, and alignment from requirements through deployment.

- Integrated UX principles into early hardware and software requirements to drive consistency, usability, and stakeholder alignment across platforms.

- Cut iteration cycles by 30-40% by prototyping UI workflows in Figma and C#, accelerating design feedback and validation.
- Reduced support tickets by 20% and resolution time by 15% by developing a centralized debug and documentation hub used by multiple organizations.
- Created and led a UX team in Poland to deliver continuous design coverage and faster turnaround across global teams.
- Conducted innovation workshops and patent training, generating dozens of IP submissions.
- Influenced \$50M+ in product retirement decisions as software organization representative on the End-of-Life committee.
- Advocated for design standards and ensured compliance with branding, accessibility, and DEI guidelines across software interfaces, documentation, and workflows.
- Mentored engineers on career growth, collaboration, navigating corporate challenges, and coding practices.

**Network Software Engineer, August 2005 – June 2012**

Delivered full stack software for Intel's wired networking tools across 40+ successful releases, contributing to over \$1B in product revenue. Developed and maintained core components spanning installers, UIs, middleware, and backend layers using C++, C#, PowerShell, and scripting frameworks.

- Developed and owned key components bridging hardware and software in Three-Tier and Event-Driven Architectures.
- Optimized C++ middleware and WMI services to improve performance and integration with hardware layers.
- Built frontend UIs in C#, C++, WTL/ATL, and VBScript for configuration tools across Windows environments.
- Managed a \$250K translation budget and served as primary liaison to Intel's globalization and localization teams.

**ADDITIONAL EXPERIENCE**

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**Personal Projects**

- Engineered a Node.js module with an HTML/CSS/JavaScript front-end for MagicMirror.
- Developed a Python-based Discord bot for stock and cryptocurrency data retrieval.
- Created an open-source OctoPrint plugin using Python and Jinja to interface with custom thermal sensor.
- Wrote a responsive portfolio site using Next.js, Tailwind CSS, and TypeScript.

**EDUCATION**

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**Bachelor of Science (BS) in Computer Science; Minor in Business Administration**

OREGON STATE UNIVERSITY, Corvallis, OR

**AWARDS & RECOGNITION**

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**Intel Technical Lead – Awarded April 2020**

Recognized by Intel's Principal Engineer committee for demonstrated impact in technical leadership, innovation, strategy, and mentoring. Selection based on contributions to UX and Human Factors Engineering across Intel's software division.

**PATENTS**

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**Granted**

- US-12001826-B2 - Device Firmware Update Techniques
- US-12254304-B2 - Firmware update techniques

**Pending**

- US-20230124192-A1 - Heating and Cooling Systems for Edge Data Centers
- US-20220114011-A1 - Methods and Apparatus for Network Interface Device-Based Edge Computing
- US-20210041929-A1 - Dynamic Network Controller Power Management
- US-20200322287-A1 - Switch-Managed Resource Allocation and Software Execution
- US-20200177660-A1 - Offload of Streaming Protocol Packet Formation