Felix Leitner

Motivated and curious computer science student eager to pursue a career in software development, possessing a broad skill set that includes deterministic AI, software engineering, UX, and full-stack design/development. Currently a senior on track to receive a Master's degree in Spring 2026.

WORK EXPERIENCE

Savant Systems, Hyannis, MA — *Development Intern*

JUNE 2024 - AUGUST 2024

– When tasked with creating an automated API integration testing tool, adapted an existing open-source tool to the additional requirements, saving significant development time

– Redesigned and implemented an AngularJS diagnostics tool used by installers and internal developers

TrackX Technology, Hillsborough, NC — *Development Intern*

JULY 2023 - AUGUST 2023

– Improved an internal .NET tool for managing remote product deployments, which included cryptographic key exchange and data encoding

– Created an expandable Python tool for exploring and visualizing SQLite datasets

– Led efforts to create a Slack-based automated notification system to track and notify of product deployment status

Loft Design, Providence, RI (Remote Part Time) — *Web Developer*

SEPTEMBER 2022 - PRESENT

– Implementing and maintaining the company site using Webflow and custom CSS / JS

– Integrated web forms with third-party marketing platforms

– Collected and processed product test data using Python

PROJECTS

Vertically Integrated Project: "Using AI for Decision Making"

– One of 5 computer science students rewriting Conjure, a tool used by researchers in various areas to optimally solve complex combinatorial problems, in Rust

– Responsible for model parsing and refinement, as well as encoding for SAT solvers

Vertically Integrated Project: "Dolphin Acoustics"

– Initiated and played an active role in an Object-Oriented, expandable, and more user-friendly rewrite of a neural network application for classifying dolphin whistles

Folk and Traditional Music Society

– President (2024-25), Treasurer (2023-24), Social Media Officer (2022-23)

EDUCATION

University of St Andrews, Scotland — *Computer Science MSci (Honours)*

SEPTEMBER 2022 - APRIL 2026

– Started with second-year-level courses (direct entry)

– Projected for a First Class Honours degree

Classical High School, Providence, RI (USA)

SEPTEMBER 2019 - JUNE 2022

– 99.33 GPA - Ranked 6 / 260

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SKILLS

Collaborative and committed team player, skilled in solving complex issues alongside colleagues.

Commitment to quality – focuses on creating reliable and user-friendly solutions.

Proficient in networking and the practical use of cryptography.

Expertise in frontend design & development, as well as backend architectural design.

– Node.js, Express, Jekyll, Webflow, Figma

– MS Visual Studio, Visual Studio Code, Git, Jupyter Notebook, .NET

COMMUNITY / AWARDS / CERTIFICATIONS

Recognised on the Dean's List for academic achievement in 2023 and 2024

One of 5 students statewide to advise the development of a Computer Science curriculum in Rhode Island public schools

3 years teaching experience as a sailing instructor at West Dennis Yacht Club, Cape Cod

Best Team Award in Parliamentary Debate at the RI Forensic League (2018/19)

PROGRAMMING LANGUAGES

Language	Experience
Python	8 years
HTML / CSS	5 years
Javascript	4 years
Java	2 years
C	1 year
Haskell	1 year
MATLAB	1 year
C#	1 year
Rust	1 year

COURSEWORK

– **Software engineering team project** — Flask, React, TypeScript

– **Movie database web app** — Node.js and Express, AJAX model

– **Reliable UDP file sharing application with loss recovery** — Java

– **Several projects using test-driven development**

– **Interpretive calculator language with file execution** - Haskell

– **Pipeline implementation using a custom thread-safe queue** — C, Valgrind

– **Gomoku AI using Minimax with an aggressive move selection heuristic** — Haskell, Gloss