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

- Adapted an existing open-source project to company requirements for an automated API integration testing tool, saving 4 weeks of 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 in Python 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

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

Classical High School, Providence, RI (USA)

SEPTEMBER 2019 - JUNE 2022

- 99.33 GPA - Ranked 6 / 260

PROJECTS

Vertically Integrated Project: "Using AI for Decision Making"

- Initialised work on rewriting Conjure, a tool used by researchers in various areas to optimally solve complex combinatorial problems, in Rust, with a team of 5
- Implemented model parsing and reduction rules, 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

"Planning" Open-Source Rust Library for Minimal Action Planning

- Created a general and more extensive alternative to existing libraries, with over 600 downloads

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SKILLS

Fluent in spoken and written German

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 front-end design & development, as well as back-end architectural design

- Node.js, Express, Jekyll, Webflow, Figma
- MS Visual Studio, Visual Studio Code, Git, Jupyter Notebook, .NET

PROGRAMMING LANGUAGES

8 years
5 years
4 years
2 years
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

COMMUNITY

President (2024-25), Treasurer (2023-24), Social Media Officer (2022-23) of my University's Folk & Traditional Music Society

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

Taught for 3 years as a sailing instructor at West Dennis Yacht Club, Cape Cod

Mentored and assessed high school students in debate skills as a varsity debater