Samuel Kuttenkuler

Software Engineer

Full Stack Web Developer that brings a strong creative approach to front end design and consistent backend infrastructure. Recently completing course work in Full Stack Web Development from UC Berkeley and Machine Learning from Stanford University. Three years freelance full stack experience designing, building, and deploying dynamic applications for web and mobile mediums.

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samkuttenkuler.com

in linkedin.com/in/skdev91

github.com/skuttenkuler

WORK EXPERIENCE

Full Stack Engineer Freelance

✓ sam.kuttenk@gmail.com

04/2017 – Present samkuttenkuler.com

Achievements/Tasks

- Successfully communicate and coordinate with clients on regular basis to achieve maximum satisfaction.
- Develop and deploy highly functional dynamic web and mobile applications.

615.522.8817

- Build and test consistent and structured API's with conventional requests and intentional payloads.
- Successfully strategize optimal tech stack and build wireframe for client product presentation.

Cisco One Senior Sales Associate Service Source

11/2016 – 07/2017

Nashville, TN

Achievements/Tasks

- Assist clients in subscription based renewals for Cisco One services.
- Proficient Microsoft Office and organizational experience managing global clients and senior sales meetings.
- Coordinate with teammate for global Cisco One coverage.
- Create and organize phone and video meetings with clients and supporting product sales associates.
- Participate in video and phone meeting to pitch and support sales.
- Successfully handle and finalize \$12 million Cisco One subscription to Cisco One coverage.
- Utilized: Salesforce, Excel, Visio, Word, Outlook

EDUCATION

Liberal Studies with Emphasis in ScienceMiddle Tennessee State University

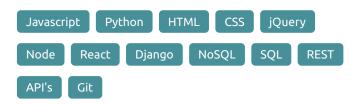
08/2012 - 07/2015

Courses

Thesis: Application of Music
 Music Technology
 Therapy

Full Stack Web Development University of California, Berkeley

FLUENCY



PERONAL PROJECTS

The Falling of Élise (03/2020 – Present)

- Writer, producer, and game developer.
- Character and level design with Paper 2D.
- Write and record score in Logic Pro.
- Collaborate with teammate on game mechanics and character actions.
- Utilized: C++, Unreal Engine 4, Paper 2D, Logic Pro

Falcon Heavy (02/2020 – 02/2020)

- Achieved goal to challenge self by building and deploying an application with modern enterprise tech stack.
- Successfully built MERN application in Typescript.
- Integration of React, Redux, and Typescript for front end.
- Utilized: Typescript, MongoDb, Express, React, Redux, Node, SpaceX API, Heroku

SKILLS



11/2019 - 02/2020