

Kenneth D Lindelof

kenny@kennyl.dev

614-300-0615

I am a self-driven detail-oriented Software Engineer seeking a team environment that will challenge my abilities and allow me to expand my development knowledge.

Applications and Tools

React, React Native, NextJS, NodeJS, PHP, Laravel, Tailwind CSS, Docker, Kubernetes, GitLab CI, MySQL/MariaDB, Postgres, Couchbase, Couchbase Lite, Proxmox, KVM, TypeScript, JavaScript, Google Cloud Platform, Google Kubernetes Engine (GKE), Amazon Web Services

Experience

Infuse – Technical Lead and Software Engineer, October 2021 – Present, *Remote*

- Worked to understand business needs and architect a cloud centric platform to contain business intelligence.
- Worked with and managed a team of developers to implement the new software solutions.

GFNF - Software Engineer, June 2020 – Present, *Remote (Contractor)*

GFNF is an exclusive reselling Discord community that needed a subscription system to provide its users with access to products more efficiently.

- Development
 - Implemented a subscription system to allow users to gain access to the Discord community after payment.
 - Implemented a Discord bot to sync roles from the subscription dashboard to the Discord community.
 - Integrated with numerous proxy providers to allow users to purchase proxy packages from within the GFNF dashboard.
 - Allowed GFNF staff to require users to be in their Discord or have an active subscription to purchase proxies as they have users outside the dashboard itself.
- Deployed their API and UI to AWS using CloudFront, ECS, and RDS

FleetBooks LLC - Software Engineer, November 2018 – Present, *Remote (Contractor)*

Backend Implementation:

- Responsible for writing stored procedures and Entity Framework queries for Microsoft MySQL Server

- Creating API endpoints to interact with Stored Procedures or Entity data to return relevant data to the user.
- Writing interactions for QuickBooks to allow users to send invoices to their clients.
- User Interface:
 - Designing and implementing an intuitive user interface.
 - Writing services to retrieve data from API endpoints.

Heavy Cream LLC - Staff Software Engineer, May 2019 – October 2021, *Columbus, Ohio*

Mapped is a floor set mapping tool that allows brick and mortar retail to communicate during product floor-set drops and layouts. Mapped provides users with a tailored experience by providing a map specific to each store in the platform.

- Constructed a download system using Couchbase Lite to sync the images used to map a floor set.
- Responsible for developing an asset management system to allow image teams to upload and prep images for floor set drops.
- Responsible for developing an interactive chat system to allow for communication between store associates and management.
- Responsible for developing a floor set approval workflow that allows users to tell the current mapping stage for a store.

Expedia Group - Trust Activity

Responsible for implementing designs for an internal trust activity that Expedia Group was using for their internal team training. This activity allowed users to take cards from a "hand" and drag and drop them under specific categories. The user could copy a sharable link to allow another user to view how they sorted their cards.

Thrive Card

Responsible for defining specifications for an application that would allow a community to send its residents Apple and Google Wallet cards. These Apple and Google Wallet cards would be used by businesses from the community to provide discounts to residents. We built and piloted the application for the customer, at which point they declined to proceed development of the product but continued using the pilot version.

Learning Activities

Responsible for implementing learning activities within Tumult Hype using JavaScript and HTML to provide users with an interactive experience. These activities could integrate with the companies LMS (Learning Management System) using SCORM to track the learner's progress and answers.