

# Dennis Kuduzović

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I'm a language-agnostic fullstack engineer with a passion for modern tech solutions. I strive to make beautiful software experiences for both users and developers.

## #Skills

### Backend

Node  
Express / Hapi  
C/#!/++  
Elixir  
Reasonml / Rescript  
Rust  
Golang  
Mongo / Other NoSQL  
Postgres / Other SQL  
F#  
OCaml  
FFmpeg  
OIDC / OAuth  
RabbitMq / Kafka  
Microservice / SEDA

### Frontend

JS / TS  
CSS / SASS / Stylus  
HTML / Pug  
Gulp / Webpack  
Nativescript / Android  
Elm  
Vue / React / AngularJs  
EmberJs  
Ruby on Rails  
Electron / Spectron  
Bootstrap / Bulma  
User Testing

### Platforms

Github  
Azure  
AWS  
Firebase / GCP  
Kubernetes / Helm / Tilt  
Slack / Discord Apis  
LaunchDarkly  
Gigalixir  
Netlify  
Android  
Gitlab  
CircleCi / Jenkins  
Solidity / Web3  
iPaaS

### Metaprogramming

Jscodeshift  
Typescript AST  
C# Reflection  
Roslyn  
Babel / ESLint  
Racket / Lisp

## #Professional Experience

### Auditboard / Staff Software Engineer - Architect & Engineering Lead

August 2021 – Current: Remote / Los Angeles, CA

Led multiple engineering teams and initiatives across products and platform.

Architected a scalable integration system to allow automated third-party evidence collection.

Interviewed engineers on api and system design.

Drove *Lunch and Learn* sessions on TDD and code generation concepts.

Onboarded and mentored junior to staff level engineers.

Implemented code generation for front- and back-end codebases.

### Packsize / Senior Software Engineer

March 2020 – August 2021: Remote / Salt Lake City, UT

Transitioned a large monolithic application to multi-tenant microservices.

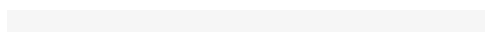
Interfaced with internal and external customers to design bounded contracts and APIs.

Interviewed and trained junior and senior level engineers.

Developed high-throughput, low-latency SEDA services consuming from Kafka and RabbitMQ.

Pioneered CI/CD pipelines allowing for daily deployments and continuous feedback.

Communicated with Packsized machine firmware using OPC UA.



## **Feevr / Software Team Lead**

March 2020 – July 2020 : Remote

Designed one of the first applications to help slow down the spread of Covid-19.

Developed initial MVPs using Firebase facial recognition and a smartphone thermal camera.

Helped onboard offshore and local teams to continue development and maintenance of the application.

## **Qnergy / Software Developer**

March 2017 – March 2020: Remote / Ogden, UT

Architected a RESTful backend with Node, Express, and MongoDB for users and systems.

Interfaced with and developed a large-scale responsive web application in Angular for use in the company and by clients.

Implemented an OAuth2 (Oidc) auth server with a Vue frontend to enable SSO and API connectivity across softwares.

Engineered a C# desktop application for communicating with Qnergy's Stirling engine generators.

Developed communication and controller code in C for Qnergy's generators.

Reviewed and refactored pull requests for all software products in an agile environment.

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## **#Personal & Academic Projects**

### **Ripped / Sole Developer**

Used a serverless architecture with Node, Express, and Firestore for generating custom workouts.

Designed a responsive web app with Nuxt and Vue and a native Android app with Nativescript.

Created UI components from scratch with custom functionality.

Hosted the project using the Firebase suite to ensure scalability.

### **Nomad / Senior Project Lead**

Led a team of four students to develop a travel app.

Developed a backend to handle REST instructions on trips and friends using Node, Express, and Mongoose.

Implemented Amazon Cognito from the AWS suite and APIs like Wikipedia.

Designed a social media web client using Nuxt, Vue, and Bulma.

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## **#Education**

**University of Utah / Computer Science, BS**

Fall 2016 : Salt Lake City, UT