Kristopher Gates

kdlgates@kdlgates.com, (813) 421-2341
5211 Oak Charter Ct., Tampa, FL, 33617
www.kdlgates.com ; github.com/KDLGates

EDUCATION

Bachelor of Science in Computer Science   Tampa, FL
University of South Florida
summa cum laude (GPA 3.97)

SKILLS

Platforms:	Personal computers, mobile apps, server developer, phones, tablets, full stack, front end, back end
Operating Systems:	Windows (domain networking / Active Directory), Arch Linux, Android, cloud, distributed
Languages:	Web (HTML/CSS/JS frameworks), JavaScript, TypeScript, Python, Java, C, C++, UML & API Design
Libraries/Tools:	MERN Stack, React, Node, Deno, Express, Python libraries/frameworks (PyTorch, NumPy, Flask), Astro, Docker, Visual Studio Code, OpenAI (ChatGPT, o1), Anthropic (Claude), DeepSeek (r1) APIs, Gradio, Jupyter, Electron, Flutter, Distributed, SQL, PostgreSQL, Postman, Cloud IT Infrastructure (AWS, Microsoft Azure, Google Cloud Platform | GCP, EC2), HTTP, TCP/IP, DNS, Power BI
Other:	customer relationship management | CRM, business to business, Agile, Scrum, CI/CD, SDLC, etc.

WORK EXPERIENCE

Software Developer and IT Contracting, Cheaper Geek   December 2017 – Present
- Design or implement web apps, content management systems, and ecommerce solutions for small and medium businesses. Develop enterprise portals, dashboards, and electronic health record systems for good UI/UX and efficient workflows. Provide technology integration services as an independent contractor.

Software Developer, Maya AI (Aza Project)   June 2023 – July 2023
- Designed front-end UI (pages, page logic, etc.) in React + Redux with an Express server, routing and original API endpoints. Worked with React modules to interface with a camera and the backend, while also working with a designer to match up challenging Figma mockups as a full-stack Node app developer.

Adjunct Instructor in Java Programming, SCF Coding Academy   May 2023 – July 2023
- Led remote Java programming instruction preparing students for Oracle Java Certified Associate SE 8 Programmer certification. Developed and delivered comprehensive lecture materials, curriculum, and practical coding challenges. Facilitated group study sessions and provided targeted exam preparation.

PROJECT HIGHLIGHTS

Local LLaMa 3.2 Datasetting and Fine Tune Model Training   November 2024
- Contracted as one of two developers in an end-to-end fine tune model of the LLaMa 3.2 foundation LLM to solve classic text adventure games by curating, sanitizing and preprocessing a novel dataset of legacy gameplay transcripts, resulting in an AI system capable of autonomous gameplay and one-shot puzzle solving in text adventure and generalized environments.

Expense Report Development (Java based)   April - June 2024
- Participated on a client driven project which developed and deployed an additional module to facilitate the expense reports and approvals of 1,100 salespeople and their managers.

Neural Networks at USF Biorobotics Lab   Spring – Fall 2017
- Learned fundamentals and implementation details of neural networks by developing a membrane potential reward function for neurons in a custom language to model biologically inspired behavior in graph logic. Served as senior year project for independent study. Developed a Hopfield Network for a novel solution to the OCR task on the MNIST handwritten digit dataset.