

Kristopher Gates

AI Engineer & Full-Stack Developer | Systems Automation Specialist

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Versatile software engineer and 10x AI practitioner with experience in implementation, design, architecture, and full-stack development. Designing agentic workflows with Claude Code, OpenClaw, and Anthropic tools. Passionate about streamlining development through AI-augmented automation and best practices.

SKILLS

AI & Agentic: Claude Code, OpenClaw, Anthropic API / MCP, Agentic Workflow Design, Prompt Engineering, LLM Fine-Tuning, PyTorch, OpenAI, DeepSeek

Platforms: Web (HTML/CSS/JS frameworks), .NET, JavaScript, TypeScript, C#, Python, Java, C, C++

Tools: Cloud Infrastructure (AWS, Azure, GCP), React, Vue, Blazor, Angular, Power Platform, Kubernetes, Docker, Puppet, Jenkins, Node, Express, MERN Stack, Git, GitHub, NumPy, Flask, ServiceNow, Bash, Flutter, SQL, PostgreSQL

OS: Windows (AD / domain networking), Arch Linux, Android, cloud, distributed

Certs: AWS Certified DevOps Engineer (in progress), Linux Certified System Administrator (in progress)

Other: CRM, B2B, Agile, Scrum, CI/CD, SDLC, GitHub Actions, GitLab

WORK EXPERIENCE

AI Engineer & Agentic Workflow Designer, Independent May 2025 – Present

- Designing autonomous AI agent architectures using Claude Code, OpenClaw, and Anthropic's tool ecosystem including MCP integrations and multi-agent orchestration
- Building AI-augmented development pipelines — browser automation, code generation, and system administration workflows that multiply engineering output by 10x

.NET Full-Stack Developer, Sightview Software Apr 2025 – Feb 2026

- Extended and refactored MedTech products providing EHR and Practice Management solutions for vision care clinics. Worked with .NET, C#, Azure, Cosmos DB, and multiple stacks and toolchains. Optimized design, solution, and delivery.

Software Engineer, Cheaper Geek Dec 2017 – Apr 2025

- Designed and implemented web apps, CMS, and ecommerce solutions for SMBs. Developed enterprise portals, dashboards, and EHR systems for good UI/UX and efficient workflows. Led core rewrites of legacy projects, bringing them into modern efficiency. Provided technology integration as an independent contractor.

Software Engineer, Maya AI (Aza Project) Jun – Jul 2023

- Managed Git branching and code review. Containerized apps with Docker on AWS (ECS/EC2). Designed front-end in React + Redux with Express server and original API endpoints. Full-stack Node developer matching Figma mockups with camera and backend integration.

PROJECT HIGHLIGHTS

Agentic AI Workflows with OpenClaw 2025 – Present

- Building autonomous agent systems integrating Claude Code with real-world tools — browser automation, code generation, system administration, and multi-agent orchestration across complex multi-step tasks.

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 of LLaMA 3.2 to solve classic text adventure games by normalizing and datasetting legacy gameplay transcripts, resulting in an AI capable of gameplay and puzzle solving.

EDUCATION

Bachelor of Science in Computer Science **Summa Cum Laude (GPA 3.97)**
University of South Florida — Tampa, FL