

Kylee Kazenski

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EDUCATION

University of Notre Dame | Notre Dame, IN

Master's of Science in Computer Science & Engineering

GPA: 4.000 | May 2025

Bachelor's of Science in Computer Science (*Cum Laude*)

GPA: 3.847 | May 2024

- Faculty Choice Senior Award (CSE Department)

WORK EXPERIENCE

Threekit | Chicago, IL

November 2025–Present

AI Software Engineer (Forward-Deployed)

- Serve as the sole engineer on high-stakes client initiatives, joining live client meetings to scope requirements and ship real-time configuration changes — including building and owning the pre-sales demo solo that helped close a ~\$500K ARR account I continue to support as technical lead on the relationship.
- Build AI-powered product discovery and guided-selling experiences, including vectorization/embedding pipelines for AI-driven search, configurable product logic, and real-time image recognition, directly supporting client sales workflows.
- Engineer CPQ/CRM functionality across a multi-tenant architecture (Postgres), including a revamp of the price engine's connection to the quoting flow and ensuring Salesforce lead data integrates correctly with the platform, with end-to-end work spanning schema design, migrations, service logic, OAuth-based auth, and org/role-scoped permissions.
- Automate deployment and release engineering across Cloud Run and Cloudflare (Wrangler), including security-focused Docker image and Node version updates, maintaining CI/CD pipelines (GitHub Actions, SOPS) with CI-isolated test databases, automated code review (Greptile), and test coverage.

McMaster-Carr | Elmhurst, IL

June 2025–October 2025

Management Trainee

- Engineered and scaled product compatibility frameworks across 1,000,000+ product pairs using SQL, Python scripting, and ChatGPT API integration, improving discoverability and technical accuracy across the online catalog.
- Developed data-driven prioritization logic to optimize relationship authoring and scaling, leveraging customer interaction datasets to generate actionable insights for the platform.
- Reduced runtime and API costs by ~60x (from hours to minutes) by implementing tabling/scripting methods in place of repeated LLM API calls, while designing efficient workflows that maintained scalability of LLM-enabled processes.

Northrop Grumman | Rolling Meadows, IL

June 2024–August 2024

Software Engineering Intern

- Implemented a new signal-processing capability in C++ for a large-scale defense system, built and deployed to production within a 3-month internship, updating configurations to ease integration of new signal types, in an Agile workflow.
- Validated implementation through extensive hardware-in-the-loop testing and debugging, authored technical documentation and architecture diagrams to support team understanding, and used GitHub for version control and collaboration.

University of Notre Dame | Notre Dame, IN

January 2023–May 2025

Undergraduate Teaching Assistant (Data Structures) | Graduate Teaching Assistant (VFX) (Operating Systems)

- Facilitated individualized debugging support and office hours for 130+ students, covering topics including recursion, hash tables, dynamic programming, process scheduling, memory management, and Maya-based rendering/shading pipelines.

TECHNICAL PROJECTS

Independent Project | Full-Stack Developer

July 2026–Present

- Independently building and shipping a full-stack social platform across web and mobile, developing interconnected experiences for profiles, social connections, events, maps, messaging, and user-generated content.
- Developed 100+ Next.js/React/TypeScript web modules and an Expo/React Native mobile client, owning UI/UX, authentication, protected routes, interactive maps, location-based discovery, and responsive cross-platform experiences.
- Architected a normalized PostgreSQL backend in Supabase with 55+ related tables, foreign-key integrity, many-to-many relationships, Row Level Security, authentication, and repeatable CSV seed/import pipelines supporting multiple clients.

Deep Learning MusicXML Generator

January–April 2025

- Built an LSTM-based model using TensorFlow that generates four-part musical scores from Bach datasets, producing structured MusicXML outputs with accurate pitch and rhythm.

Two-Player 3D Chess

April 2023

- Built an interactive 3D chess game in WebGL; individually implemented movement animation, legal-move highlighting, click-based piece interaction integrated with 3D camera controls, and the board's lighting, shading, and texturing.

TECHNICAL SKILLS

Languages: Python, TypeScript, JavaScript, C++, C, Java, SQL, Bash

Frontend: React, Next.js, React Native, Expo, HTML/CSS, WebGL, Three.js

Cloud & Infrastructure: GCP (Cloud Run), Firebase, Supabase, Cloudflare (Workers, Wrangler), Docker, PostgreSQL, OAuth

Developer Tools: GitHub, GitHub Actions, Greptile, SOPS

AI & Data: LLM integration, Retrieval-augmented generation (RAG), Vector search/embeddings, TensorFlow, PyTorch, Scikit-learn