

# # Jason Kuhrt // README v2.1.2

## ## Logistics

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## ## Synopsis

I am a design-minded self-taught functionally-oriented software engineer with over five years experience writing software primarily in web and network domains. I am currently a tech lead at SSENSE where I've helped modernize their legacy e-com platform. Before that I was in New York leading development of the realtime cloud platform at littleBits powering the cloudBit. I have a Bachelor of Fine Arts from Concordia University where I majored in design focusing on systems, theory, and multidisciplinary problem solving. In short I can partake in not just software building but research, ideation, product, interdisciplinary collaboration, design thinking, strategy, culture, and more.

## ## Education

BFA, Design @ Concordia University

2005-10

## ## Employment

### ### Tech Lead @ ssense

2016-17 1Y

- \* Principal Architect Edge System
- \* Principal Architect Experimentation System
- \* R&D GraphQL
- \* Architecture diagrams, documentation
- \* Work with kubernetes, Deployments, CD, Cron, ...
- \* Manage teams, shepherd major releases, vendor analysis, load testing, ...
- \* Led sprint planning, review, backlog refinement, ...

SSENSE is an e-com platform for luxury goods. I helped in their transition from a monolith to microservice architecture and led small R&D initiatives into a/b testing and GraphQL. I contributed toward: DevOps, helping containerize

services and use Kubernetes effectively; The edge, working with HAProxy and varnish, designed a cache invalidation system, supporting libraries and services; Vendor analysis; General engineering management and product collaboration.

### ### Lead Platform Architect @ littlebits

2013-16 3Y

- \* Founding Member
- \* Designed & implemented the cloud platform behind the cloudBit
- \* Built end-user app "Cloud Control" for cloudBit setup/intro
- \* Built internal tools (cloudBit simulators, API CLIs etc.)
- \* Handled all DevOps: deployments, logs, monitoring, uptime
- \* Wrote software specifications for engineering transition
- \* Core collaborator on cloudBit product development
- \* R&D white papers on future platform directions
- \* Occasional POCs e.g. Kubernetes, Terraform, RethinkDB, ...

I built the realtime cloud platform at littleBits that powers the cloudBit. The cloudBit was an "Internet of Things" (IoT) product realized as a prized module in the littleBits library, fittingly released live at TED. It bridged communication between a user's

circuit and the internet. The internet became a physical building block. For a medium otherwise invisible to the senses this bore a potent feeling that we could truly impact people's relation to connectivity.

↘

To realize this platform I built several backend services including a TLS Server, an HTTPS API and a Web Socket API, both secured by OAuth 2. Tools used included Redis and RethinkDB for data/messaging, Elastic Search for log analysis, AWS/GCP for infrastructure, docker/kubernetes for

deployment. I also built the control app where users setup, managed, and interacted with their cloudBit. Furthermore I helped grow the team, researched advanced platform features, made internal CLI tools, weighed in on product decisions, contributed leadership, and more.

### Art Director / Frontend Engineer @ Artfox 2011-12 1Y

- \* Designed & Built UI Views, brand touch points, brainstormed platform features

### UI/X Designer / Fullstack Engineer (intern) @ Icograda 2009 2M

- \* Designed & Built Icograda's '09 Biennial Review

The Biennial Review was an up-to-then printed booklet produced for each World Design Congress that cataloged the organization's global efforts to improve the status of design and its role in the betterment of our world.

I had the privilege of reimagining both design and implementation of this publication as a digital platform. It was very well received by the board of directors and supported the 2009 world congress.

### Graphic Designer (intern) @ Icograda 2007 2M

- \* Designed poster for the World Design Congress

## Freelance

### Senior Frontend Engineer @ Kenzan 2013 3M

- \* Developed modular UI components, implemented hardest UI views
- \* Mentored team members, jumped into hot-zones

Our team implemented 300 pages of wireframe for Optimum. I guided development of a scalable CSS

architecture (BEM ideas), UI component library, and thorny UI views demanding special intervention.

### Senior Frontend Engineer @ [Presstube](#) 2012-13 5M

- \* Architected a frontend stack for a large team of developers

I guided the assembly of a massively scalable modern stack for frontend development. At that time this meant Grunt for build, LESS for CSS, Angular for client MVC, and Karma for

testing. Our custom build process made development a relative breeze. Streamlined building components composed of colocated style structure and logic.

### Graphic Designer @ Kenneth Dean (Prof., [McGill](#)) 2010-11 4M

- \* Designed poster/website/jewel-case for film Bored in Heaven

Bored in Heaven is a documentary exploring an area of south-east China that is experiencing a renaissance in ritualistic tradition. Their

festivals and lore have unique orbits of cultural and political power which this film considers in the context of a rapidly changing China.

### UI Designer / Frontend Engineer @ [TANK](#) 2010-11 3M

### UI/X Designer / Frontend Engineer @ [Bluesponge](#) 2010 2M

- \* Designed & Built microsite prototype for CCA Journeys

CCA Journeys was the digital experience accompanying the exhibition and publication of

research conducted by several scholars debating issues raised by increased global movement.

### Graphic Designer @ Concordia University 2008 2M

- \* Designed & Built poster/microsite for event Portfolio Day in Montreal

### Graphic Designer @ [thievish FILMS](#) 2007-13 ~

- \* Designed & Built poster/microsite for film At the Bottom of the Hill
- \* Designed & Built website for film maker Vanya Rose
- \* Designed poster/package for film Woman in Car
- \* Designed poster for film Montreal Stories 1944

## ## Craft

### worked with + ♥

<b>LANGS</b>	<u>Terraform</u>	<b>JS LIBS</b>	<u>Flow</u>	<u>WebSocket</u>
<u>FP</u>	<u>Fastly</u>	<u>Redux</u>	<u>Jest</u>	
<u>JavaScript</u>	<u>Varnish</u>	<u>Fluture</u>	<u>Webpack</u>	<b>OTHER</b>
<u>Node</u>	<u>*nix</u>	<u>Ramda</u>	<u>git</u>	<u>async</u>
<u>Haskell</u>		<u>Most</u>	<u>Github</u>	<u>Flexbox</u>
<u>Procedural</u>	<b>DATA</b>	<u>React</u>		<u>RN</u>
	<u>Redis</u>		<b>WIRE</b>	<u>Types</u>
<b>INFRA</b>	<u>Dgraph</u>	<b>TOOLS</b>	<u>GraphQL</u>	<u>Kibana</u>
<u>Kubernetes</u>	<u>rethinkDB</u>	<u>Yarn</u>	<u>TCP / TLS</u>	<u>Zenhub</u>
<u>Docker</u>	<u>ElasticSearch</u>	<u>Babel</u>	<u>HTTP/S</u>	<u>GitBook</u>
<u>GCP</u>		<u>Prettier</u>	<u>HTTP-SSE</u>	

### would ♥ to try

<b>LANGS</b>	<u>C</u>	<b>WIRE</b>	<b>INFRA</b>	<b>OTHER</b>
<u>Elixir</u>	<u>Rust</u>	<u>MQTT</u>	<u>Prometheus</u>	<u>Dependent Types</u>
<u>Clojure</u>	<u>PureScript</u>	<u>CoAP</u>	<u>Istio</u>	
<u>Go</u>	<u>ReasonML</u>	<u>HTTP 2</u>	<u>Drone</u>	<b>DATA</b>
<u>Elm</u>		<u>gRPC</u>		<u>InfluxData</u>
<u>Swift</u>				<u>Kafka</u>
<u>Nim</u>				<u>Event-Sourcing</u>

### worked with - ♥

PHP	00P	Wordpress	callbacks
RoR	Angular	jQuery	JIRA
MySQL	Vue	AWS	

## ## Interests

Teaching  
Cog Sci  
Sociology

Philosophy  
Semantics  
Comp Sci

Architecture  
Math  
Design

Wilderness  
Graphic Art  
Geometry

## ## Honours / Awards

- '15 [Canadian Art and Surveillance database](#) includes [Sousveillance](#)
- '14 [Started the first NYC ReactJS meetup](#)
- '14 cloudBit unveiled at [TED](#)
- '13 Founding Member, [littleBits](#).
- '12 Behance features [Sousveillance](#)
- '11 Justseeds includes [Wall](#)
- '11 WebDesignServed features [Icograda 2009 Biennial Review](#)
- '10 Scholastic Excellence: Golden Key Honour Society Member
- '07-8 Exchange to Bremen, Germany at Master-level studies
- '06-7 President, Concordia Design Students.
- '07 Council Member, Fine Arts, Concordia Student Union
- '08 Semi-finalist, Adobe Design Achievement Awards
- '08 Concordia Co-op Entrepreneur Award.
- '08 Concordia Co-op Student Showcase.
- '05 Poem published in a Canadian anthology

## ## Recommendations

> Jason is one of the sharpest, most thoughtful people I have ever worked with. A rare mix of visionary design and technical whiz, he makes technical design seem like an art, and visual design a science.

I've seen him tackle technology that he was supposedly not very familiar with and make super complex, robust software that is at the same time very sensible and maintainable. I've also seen him go far out into bleeding edge R&D and come back with very actionable ideas about what is possible in a given space.

He's diligent, loyal, deeply engaged, and most of all cares about the products of his creativity and the people who use them. Also he's a sweet guy. Which helps.

– 2016, Colin Vernon  
VP Software Engineering  
@ littlebits

> I have had the pleasure of working with Jason on several large and highly demanding projects, and would strongly recommend him to anyone. Jason is one of those people who spends all day coding, then cozies up by the fire with a book on functional JavaScript in the evening. Programming is obviously more than a job to Mr.Kuhrt and it shows. Top notch talent!

– 2013, James Paterson  
Founder @ Presstube

> Jason's design work for the Icograda World Design Congress 2007 in La Habana resulted in unique imagery showcasing Cuba to our international design audience. It's memorability and Jason's work ethic led to us developing an ongoing relationship that continues today.

– 2010, Brenda Sanderson  
Managing Director @ Icograda