Kidist Wosenyeleh

Software engineer & creative technologist

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Software engineer with experience building Azure AI services, automating deployments for industrial systems, and teaching computer graphics. I also build interactive audio and visual tools.

Professional engineering & teaching

Renovo Automation | DevOps Engineer | Aug-Oct 2026

- Developed a reusable Rust tool for single-server deployment automation in about two weeks.
- Developed a hospital-infrastructure market-expansion proposal with executive leadership.
- Worked with Linux, CI/CD, Kubernetes tooling, and observability for industrial automation; explored failover and high availability.

Microsoft · Azure OpenAI / AI Platform | Software Engineer | Aug 2023-May 2025

- Developed and maintained C#/.NET REST APIs for production AI inference and model serving on Azure.
- Served as primary on-call engineer for Azure AI microservices during week-long, 24/7 rotations every six weeks, achieving incident mitigation in under two hours.
- Investigated distributed-systems issues using telemetry and logs; contributed to a backward-compatible v2 controller migration.

Microsoft | Software Engineering Intern | Summers 2021 & 2022

- Contributed to MLflow feature store and data lineage integrations using gRPC, Protocol Buffers, and Apache Arrow Flight.

University of Pennsylvania | Computer Graphics TA & Guest Lecturer

- Mentored CIS 4600 students in C++, OpenGL, rendering, transformations, and debugging (2022-23).
- Delivered a creative-coding guest lecture and hands-on Hydra lab; co-organized Penn's first Algorave for 60+ attendees (Fall 2024).

Selected personal projects

Audio DSP Portfolio - Published an audio DSP portfolio with an interactive tone playground, demos, and technical notes.

Mouth Wah Mini - Built a MediaPipe jaw-tracking controller for guitar wah; eight tests cover calibration, smoothing, tracking loss, and invalid inputs.

Keeks the Geek - Built a chatbot with 185 authored notes, a catalog of 101 tools, and a QLoRA training/evaluation pipeline.

The Signal Attic - Built a WebGL studio with procedural geometry, GLSL lighting, and a Canvas fallback.

Chroma Portal - Prototyped a MediaPipe/TouchDesigner camera shader; eight checks cover geometry, compositing, transport, and rendering.

Community leadership

Youthrive | Co-Chair | 2017-2019 - Helped organize the Nobel Peace Prize Youth Forum and contributed to an iBook reaching 6,000+ readers worldwide.

Education

University of Pennsylvania | B.A.S. Computer Science, cum laude | Music minor | May 2023

Northwestern Health Sciences University | Post-baccalaureate premedical sciences | 2025-present

Technical skills

C#/.NET, Python, Rust, C++, REST APIs, Azure, Linux, Kubernetes, CI/CD, Prometheus, Grafana, OpenGL, TouchDesigner, Hydra.