

Christopher Liebich Kolle

Software Engineer | Distributed Systems, Cloud & Low-Level

CONTACT

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PROGRAMMING

Core: Go, Rust, C#, C

Web: TypeScript, JS

Scripting: Python, Bash

CLOUD & WEB

Google Cloud Run, Firebase

Object Storage (GCS/S3)

REST APIs, Microservices

Vue.js, Tailwind, DaisyUI

Gin, Axum, .NET Core

SYSTEMS & SECURITY

Linux / POSIX Systems

Concurrency & Memory

Docker, Git, CI/CD

OWASP ZAP, Ghidra

OpenGL, X11

LANGUAGES

Norwegian: Native

English: Fluent

Japanese: Advanced reading

EDUCATION

M.Sc. in Computer Science

2025 – 2027

University of Stavanger (UiS)

- Focus areas: Distributed systems, cloud infrastructure

B.Sc. in Computer Science

2022 – 2025

University of Stavanger (UiS)

- Completed degree with surplus credits in computer architecture.

WORK EXPERIENCE

Teaching Assistant – Operating Systems & Systems Programming

UiS | 2025

- Mentored students in core OS paradigms: scheduling, virtual memory, synchronization, and concurrency in Go.
- Reviewed code and delivered technical feedback on systems assignments for 80+ students.

Teaching Assistant – Web Programming

UiS | 2024

- Guided students through client-server architecture, modern JavaScript/TypeScript, and DOM manipulation.

KEY PROJECTS

Cloud-Native Storage & Sharing Platform

Go, Vue, GCP | 2025

- **Infrastructure:** Deployed containerized backend on Google Cloud Run with auto-scaling, Firebase CDN for frontend hosting, and GCS for object storage.
- **Backend:** Engineered a modular Go (Gin) REST API integrating Stripe for billing, Google Gemini API for metadata intelligence, and Resend for transactional mail.
- **Leadership:** Set up architecture patterns and led Git workflows to ensure clean code and steady delivery.

Custom 3D Game Engine & Systems Framework

C#, OpenGL | 2024

- **Low-Level Systems:** Built custom P/Invoke bindings for X11 and EGLContext, bootstrapping Linux display server windows and OpenGL contexts directly.
- **Architecture:** Designed an ECS with multi-scene support, custom 3D asset parsing, and GLSL pipelines.

AWARDS & RECOGNITION

Winner – TechXplosion Hackathon

2025

- Developed an interactive educational simulator in a team under an intensive 48-hour sprint.
- Won 1st place judged by an industry panel; subsequently invited to present the winning solution at Equinor.