

# Andrew Kil

## Contact

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## Education

### Pursuit

*Full Stack Web Development*

October 2018 - July 2019

Intensive 10 month Google-funded software engineering fellowship with a 9% acceptance rate

## Skills

JavaScript

TypeScript

HTML

CSS

SASS/SCSS

Tailwind CSS

Bootstrap

React

Redux

Angular

Cypress

Jest

Node.js

PostgreSQL

SQL

Firebase

REST API

Git

Figma

## Experience

### Good Sam (Camping World) | Software Engineer | Remote

April 2021 - Present

- Creating an importing tool to automate the process of onboarding new campgrounds instead of manually processing CSV files
- Collaborating with a team of developers, QA, and PM to create and maintain solutions in an Agile way leveraging the use of tools such as GitHub and Jira

### Nomad Reservations | Software Engineer | Remote

October 2020 - April 2021

*(acquired by Good Sam & Camping World in April 2021)*

- Created components for the POS system including dropdown filters and payment options to improve the functionality and user experience for campground employees using Angular, Storybook, Tailwind, and Cypress
- Built the functionality to modify vehicle information that is used to display and print parking passes for guests

### WorkSchool | Software Engineer Intern | Remote

August 2020 - October 2020

- Updated and redesigned the previous website by creating various user-facing components for the WorkSchool website, improving Google Lighthouse report scores for performance, accessibility, best practices, and SEO
- Responsible for maintaining and supporting the software across the codebase

## Projects

### Save a Plate | [Live](#) | [GitHub](#)

*Full stack web application that is created to reduce food waste and hunger in New York City*

- Implemented the frontend using React, Redux, and Material UI
- Created a RESTful API using Node.js, Express, PostgreSQL, and SQL to store vendor and client information and process queries

### Connect Four | [Live](#) | [GitHub](#)

*Two players take turns dropping tokens into columns where the first person to get four in a row (horizontally, vertically, or diagonally) wins*

- Built using React, Redux, Bootstrap and CSS modules
- Utilized Jest to test the win condition logic for the Redux reducers