

# Kyle Reinholtzen

Software Engineer

## Experience

08/2025 – Present

### Full Stack Software Engineer, Citizen Mint, Remote

- Developed a full-stack web application using Vue (Nuxt), FastAPI, PostgreSQL, and AWS.
- Architected and built an internal payment distribution system that processed \$500k+ in investor returns with 0 payment errors over 3 months.
- Streamlined admin workflows including CSV upload/download, rich text and media content management, and PDF document generation, reducing operation time from hours to minutes.
- Implemented secure authentication features including MFA (email/SMS via Cognito + Lambda) and JWT-based inactivity timeouts.
- Delivered responsive and accessible investment listing pages with client-side filtering for 10+ offerings.

01/2022 – 03/2023

### Software Engineer, Husky Robotics Club, University of Washington, Seattle

- Developed the mission control web application for Husky Robotics, a student engineering team, to operate the team's rover using JavaScript, React, and Redux.
- Designed and implemented a custom WebSocket-based JSON messaging protocol to enable real-time, bidirectional communication between the mission control website and the rover.
- Visualized live rover telemetry through dashboards displaying position, power, velocity, and camera feeds.
- Rendered a 3D model of the rover using React Three Fiber, dynamically updated from telemetry data.

## Education

06/2021 – 12/2023

### B.S. Computer Science & Engineering, University of Washington, Seattle

GPA: 3.88 (Cum Laude)

## Projects

### Paintle, [paintle.net](#), GitHub

- Designed and shipped a responsive Wordle-inspired puzzle game in Angular, designed for seamless play on both desktop and mobile.
- Deployed a fully serverless architecture on AWS using S3 (frontend), Lambda (backend logic), API Gateway (routing), and DynamoDB (storage), achieving <200 ms cold-start latency and \$0 backend cost under typical usage.
- Integrated secure authentication via Google OAuth 2.0 and JWTs, incorporating best practices such as short-lived tokens, RS256 asymmetric signing, and validation of token audience and issuer.

### MCQuest, GitHub

- Developed a custom Minecraft server to support a multiplayer RPG with questing, combat, and character progression.
- Collaborated with a 5-person team using Agile practices including structured requirements planning, sprint-based development, weekly standups, and CI/CD pipelines to ensure quality and fast iteration.
- Engineered backend systems in Java for handling in-game mechanics such as physics calculations, skill behavior, item interactions, and data persistence.

## Skills

Languages TypeScript, Python, Java

Frontend Vue (Nuxt), React, Tailwind CSS

Backend Node.js, Express, FastAPI, PostgreSQL

Cloud AWS (ECS, RDS, S3, Lambda, API Gateway, SNS)

DevOps & Tools Git, GitHub Actions (CI/CD), Docker

Greater Seattle Area – WA