Kyle Reinholdtsen

Software Engineer

About

Full-stack software engineer with hands-on experience building production-ready web apps using React, Angular, Node.js, and AWS. Passionate about frontend UX, scalable backend design, and cloud-native deployments using Docker and serverless architecture. Strong foundation in distributed systems and team-based software delivery.

Skills

Languages	TypeScript, JavaScript, Python, Java, HTML, CSS
Frontend	Angular, React, Redux, Responsive Design, RxJS
Backend	Node.js, Express, REST APIs
AWS	S3, Lambda, DynamoDB, Fargate, ECS, API Gateway
DevOps & Tools	Git, Docker, CI/CD, Linux
Certifications	AWS Certified Cloud Practitioner

Education

06/2021 – 12/2023 **B.S. Computer Science & Engineering**, *University of Washington*, Seattle

GPA: 3.88 (Cum Laude)

Technical Experience

01/2022 – 03/2023 **Software Engineer**, *Husky Robotics, University of Washington*, Seattle

- Built the mission control website for Husky Robotics, a student engineering team, to operate the team's rover using JavaScript, React, and Redux.
- Maintained high code quality through Git-based collaboration, including feature branching, peer reviews, and issue tracking with detailed documentation.
- Designed and implemented a custom WebSocket-based JSON messaging protocol to enable real-time, bidirectional communication between the mission control website and the rover.
- Created UI elements to display rover camera feeds and telemetry data (position, power, velocity).
- Implemented a 3D rendering of the rover with React Three Fiber, dynamically updated in real-time using telemetry data.

Projects

Paintle, paintle.net, GitHub

- Created Paintle, a website inspired by Wordle where users solve a daily puzzle by painting a 5x5 grid.
- Built a responsive frontend using Angular, designed for seamless play on both desktop and mobile browsers.
- 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.
- Implemented secure authentication via Google OAuth 2.0 and JSON Web Tokens (JWT), 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.
- Implemented backend systems in Java for handling in-game mechanics such as physics calculations, skill behavior, item interactions, and data persistence.

Greater Seattle Area – WA

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