



Kyle Smith

SOFTWARE DEVELOPER

Read more about my work background on yskkyle.com

WORK HISTORY

Sparrow Design - Full Stack Developer | Sarasota FL | 03/2022 - Present

Successfully delivered multiple web and mobile development projects on time and within budget. Releasing roughly an app every 2 months while managing bug-fixes on old apps and features on new apps. Mostly used Vue, Tailwind CSS, Capacitor, and Nuxt. Migrated multiple web apps to Android and iOS mobile apps using Capacitor on the public app market, as well as personal private clients.

Learned simple web development best practices and speeds such as caching and lazy loading, and advanced best practices such as code documentation and testing solutions. Acquired Vue best practices such as components and state management (Pinia).

Used Vue in which I started new projects from the ground-up, and took over old projects.

I took my genuine passion for Vue development philosophy by innovating old websites with SSR. Shared and used Tailwind CSS with Vue Shadcn in a professional codebase.

Implemented many complex areas: Payments and subscriptions using Stripe, video playback and streaming using HLS.js and iOS' built in video playback, and debugging version misalignment on old versions of software.

Initiated fun events, such as a company-wide hackathon where the team collaborated to develop an entire app in 1 night. We had an open management structure where participants were essentially self-guided. Spent personal time after the hackathon deploying to mobile app stores.

- Deployed an app now with 2,500+ monthly active users.
- Embraced SOF and reusability to reduce LOC by 75%.
- Published 2 apps onto mobile stores and deployed 8 websites for Sparrow Design.
- Developed mobile applications for a 5,000,000 subscriber YouTuber.
- Coded a fully-featured news network app within 6 days.
- Sped up current websites from 5.8s to 1.9s (switched CSR to ISR, SWR, and prerender).
- Revolutionized landing pages with custom-made 3D designs layered onto normal web pages.

YSK Kyle - Owner, Software Developer | Remote, Sarasota FL | 04/2021 - 2/2023

Engineered tools, apps, and websites for professional clients as an extra stream of income. Worked with clients of different sizes, such as a successful Inc 500 company with \$1M annual recurring revenue. I've stopped picking up new clients to focus full-time at Sparrow Design.

Started assisting clients with logo design and web design (for Ultra Pool Cleaning and Water Club of America). And now mostly doing small software development projects.

Working with many new technologies I challenged myself to learn on-the-fly: HandleBars.js, Shopify Liquid, Numpy, and Linux (WSL).

- Programmed a tool used to push 1000s of redirects between BigCommerce and Shopify.
- Modernized 2 local businesses by developing modern logos and web pages.

TeckLink - Full Stack Developer | Remote | 12/2021 - 03/2022

Biggest accomplishments: Developed a highly interactive dashboard page, unified the site under components, and linked together the entire code. Queried and built schemas for an SQL database.

Entirely used Create React App as the frontend framework, and Express as backend framework. With some other tooling such as: Redux for state management, and chart.js for advanced charting.

Hopped onto a conference call every few days to discuss our progress with the team. I used the opportunity to advertise components and tooling I've made open to share with the team. Received personal praises from the CEO during most meetings for high productivity.

- Mentored front-end team on best practices, resulting in improved team productivity and code quality.
- Reviewed Git activity across our 5 member team to prevent breaking changes.
- Modified existing pages for better user experience: Accessibility, mobile first, and performance.

Personal Projects - 2020 - Present

I spend much of my free time writing code for fun. Here are some fun software development accomplishments I would love to share:

- Worked with an open-source community, Devs Us, to maintain and contribute to 3 C# projects.
- Built open-source code used by entertainment YouTubers with 1,000,000+ subscribers.
- Designed an application that will sort 18+ sorting algorithms with 5 visualization types.
- Published a 29.7 kB JavaScript tool with 350+ downloads that generates beautiful dynamically-generated identicons from user-inputted text.
- 1000+ yearly contributions on GitHub, includes commits, pull requests, and issues.
- Contributed to OSS to improve speed of a popular auth library from 200ms to 50ms (4x!).

Built public apps with framework plugins: such as Cordova Purchase Plugin for Capacitor, Nuxt.js for Vue.

Always learning new frameworks and tools during my freetime. To prevent developer burnout I often play around on 3D modeling software, one of which was 3D printed and used in a video by a 5,000,000 subscriber youtuber. I also play a fun family game every Friday to unify our family.

CONTACT

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