

KYLER CHIAGO

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Phoenix, AZ

TECHNICAL SKILLS

Languages: TypeScript, JavaScript

Technologies: React, Redux, Next.js, Express.js, Node.js, REST API, APIs, Jest, HTML5, CSS, SASS, Webpack, AWS (Elastic Beanstalk, EC2), Docker, Bcrypt, Websockets, Asana, Trello, Git, Github

Databases: SQL (PostgreSQL), Relational Databases, NoSQL, MongoDB, Supabase

Civil Engineering: AutoCAD, Civil 3D, ArcGIS, MATLAB, HEC-HMS, HEC-RAS, EPANET

PROJECTS

Software Engineer | MLflow.js – Javascript Library for MLflow (github.com/oslabs-beta/mlflow-js) August 2024 - Present

- Developed an open-source library under OSLabs that enables Javascript users to use MLflow.js methods to leverage the MLflow REST API for MLOps tasks, facilitating model registration, versioning, and tracking of experiments
- Applied Object-Oriented Programming class principles across 58 methods; TypeScript to develop maintainable, DRY code that followed the existing object-oriented architecture of the MLflow Python API, increasing ease of use
- Enhanced component updates in real time by the virtual DOM in React, produced reusable components, kept code readable and minimal, passed props to reusable components utilized 58 times keeping code clean and readable
- Containerized the application using Docker, coordinated with four team members to design a standardized development environment that removed inconsistencies that arose from different operating systems or versioning
- Developed comprehensive Jest integration tests for all library methods, achieving 87% library code coverage and ensuring each function operated flawlessly to meet project specifications, made use of JEST mocking and spying
- Incorporated scrum methodology with Trello, daily stand-ups, and code reviews for every merge request, improving code quality, ensuring consistent progress, and enhancing team alignment throughout the development process

Software Engineer | AoE – Social Media Platform and Group Finder for Gamers July 2024

- Led the creation of an interactive gaming website with over a dozen user profiles and filtering based on games played and/or username using Javascript, using Node.js backend for popularity, scalability, and lower resource consumption
- Incorporated real-time 2-way messaging via Websockets for low-latency communication and persistent connection
- Implemented React and Redux for efficient state management, constructed a source of truth that allowed real-time data distribution across components; reduced complexity by decreasing props passed through components by 40%
- Structured optimized schema in PostgreSQL that facilitated intricate inheritance relationships among user profiles and messages, resulting in reduced query response times—resulted in streamlined interactions for over a dozen users
- Promoted the use of Bcrypt, hashed and salted passwords, increased password security and improved authentication
- Promoted Express for efficient routing to the many endpoints of sign up, authentication, and retrieval of user data; chosen for widespread acceptance, integration with other middleware, and ability to handle simultaneous requests
- Collaborated with team members to implement SASS variables and nested syntax, and inline React styling to enhance the user interface, improving design consistency for a more cohesive and pleasant user experience

Civil Engineer | Integrated Civil Engineering Design Project – Drainage infrastructure January 2019 – May 2019

- Collaborated in a team of six to design the drainage infrastructure for a mixed commercial/residential development
- Designed retention basins and a stormwater pipe system for the 100-year rainfall event; used AutoCAD and Civil 3D
- Recognized by sponsors as the most prepared during the initial presentation, integrated feedback for final

EDUCATION

B.S.E., Civil Engineering; Ira A. Fulton School of Engineering May 2019
Arizona State University, Tempe, Arizona

Hobbies & Interests

Having been interested in building and using computers to create designs, structures, and art for a long time, naturally drawn to Software Engineering which uses computers to design, create, and define relationships between data. Also enjoying video games like Minecraft, where the creative use of Redstone can be used to automate processes. Together with other video games, acting scenarios, and art has guided the process of learning during the coding journey.