Nicklas Kenyon

Senior Software Engineer

Personal Info

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+1-(518)-812-1035

Skills

Programming Languages
JavaScript/TypeScript
C#
PostgreSQL
Python
Java

Technologies
React
NextJS
ASP.NET Core
SignalR
Azure
Unity 3D
Unreal Engine
Terraform
AWS

Digital Content Creation
Adobe Photoshop
Adobe After Effects
Adobe Illustrator
Adobe Premiere
Autodesk Maya
Open Broadcaster Software
FL Studio

Languages
English (Native)
German (2nd Generation)
Japanese (Beginner)

Summary

Senior Software Engineer with 5 years of industry experience and a history of projects combining technical and creative disciplines. Aspiring to be Tetsuya Nomura.

Work Experience

Senior Software Engineer, Kinotek, Remote   Aug '22 - Present

- **Languages:** JavaScript, TypeScript, C#, PostgreSQL, Python
- **Technologies:** Azure, React, SignalR
- Commercially launched product, achieving hundreds of thousands of dollars in ARR within 6 months
- Evangelized sustainable, efficient, customer-driven product development practices
- Led refactor of user-facing Azure Kinect integration, consolidating the product into one application

Software Engineer, Kinotek, Remote   May '21 - August '22

- **Languages:** JavaScript, TypeScript, C#, PostgreSQL, Python
- **Technologies:** Azure, React, Terraform
- Joined startup as the most experienced software engineer and enjoyed teaching and nurturing teammates
- Migrated majority of customer facing product from Unity WebGL build to NextJS/React
- Rewrote product "brains" from headless Unity build to scalable Azure Function App
- Led successful migration of database from MongoDB to PostgreSQL in under a month

Software Engineer II, Nielsen, Remote   Feb '21 - April '21

- **Languages:** Java, JavaScript, Python, PostgreSQL
- **Technologies** AWS, Ansible, Terraform, Packer, React
- Project lead for migration from on-premises infrastructure to AWS

Software Engineer I, Nielsen, Queensbury NY   Aug '18 - Feb '21

Game Programmer Intern, Project H.E.A.R.T., Remote   May '17-Nov '17

Projects

Radiant Gardeners, Saratoga Springs, NY   Aug '20 - Present

- **Technologies:** OBS, Photoshop, Illustrator, iZotope Elements
- Production of Twitch and YouTube content focused around gaming and nerdom
- Improved communication skills and confidence in public speaking

Dimension, Multiple Locations   Jan '16 - Aug '18

- **Technologies:** C#, Unity3D, Autodesk Maya, Adobe Photoshop
- Developed a first-person 3D platforming game in which the player can alter their perspective on the game by changing the direction of gravity
- Regularly documented and presented on design and development decisions

Education

The Honors Program at Clarkson University, Potsdam, NY   May '18

- Computer Science and Digital Arts & Sciences double major, with a minor in Mathematics