

Kyle
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I am a highly motivated software engineer with over 3 years of experience building performant, visually appealing frontends and secure, scalable backends. I enjoy taking on any challenges that come my way, and I take great pride in writing clean, efficient code. I am always eager to learn, to embrace new technologies, tools, and frameworks, and to continually improve on myself as a programmer.

Experience

Software Engineer *Zilverline B.V.*

04/2024 – PRESENT

Working on a multi-tenant, e-commerce platform that facilitates buying and selling of various products from a range of shops. Supports various payment methods (such as iDEAL, Klarna etc.), product returns, order tracking and more.

Responsibilities

- Coding: 90% development / 10% maintenance
- Prompt engineering using OpenAI models
- Shop onboarding overhaul (increased conversion rate by 18%)
- Performance optimization
- A/B testing
- Code review
- Production deployments

Tech Stack Ruby on Rails, Stimulus, jQuery, Bootstrap, PostgreSQL, GitHub Actions, Pivotal Tracker

Fullstack Developer *ydangle apps (Pty) Ltd.*

02/2021 – 03/2024

Worked on a 3D, social website which allows users to interact with each other in a shared environment that can be manipulated at any time.

Responsibilities

- Coding: 80% development / 20% maintenance
- Implementation of an Editor that allows for 3D environment editing
- Implementation of a chat system (supports replies, reactions and mentions)
- Implementation of third-party integrations (Slack, Teams and Sketchfab)
- Head of code review
- Production deployments
- Mentor for colleagues

Tech Stack React, three.js, TypeScript, Styled Components, Firebase, Webpack, CircleCI, Clubhouse

Computer Science Tutor *Stellenbosch University*

02/2020 – 11/2020

Worked as a tutor for second-year Computer Science students at Stellenbosch University.

Responsibilities

- Helping students understand the course material
- Assisting lecturers prepare course material
- Mock exam creation for students to help prepare for mid-year and final exams

Languages C, Assembly

Education

BSc (Hons.) in Computer Science *Stellenbosch University*

01/2020 – 12/2020

Worked on an online tournament platform that could host concurrent tournaments of the game “Othello”. Players were put into matches to determine their skill level, and the best players were eventually put in matches to determine an overall winner.

Requirements

- User upload for a C file containing player behaviour
- Validation of uploaded player file
- Schedule matches in round-robin format
- Once tournament finished, create matches for best players
- Analysis of winning players

Tech Stack Vue.js, TypeScript, Python, Golang, Docker, REST, Neo4j, CircleCI

BSc in Computer Science *Stellenbosch University*

01/2017 – 12/2019

I took classes in fields such as data structures, algorithms, web development and computer networks, as well as applied mathematics classes in linear algebra, calculus, probability, and statistics. I also learnt how to effectively work as a team, plan my time effectively and work well under pressure.

Personal Projects

Personal Website

Built to be an addition to my CV, where potential future employers (and colleagues) can get to know more about me on a personal level.

- Pages for personal projects, experience & education and CV
- All data displayed is fetched from API
- Remote updates using API

Tech Stack Vue, TypeScript, REST, Python, Flask

Languages

English Native

Dutch Limited working proficiency

Carbon Engine

Built to be a very basic game engine where the main objective was to learn as much as possible about both C++ and Vulkan.

- 2D game engine built from scratch
- No knowledge of C++ or Vulkan before writing engine
- Built with performance in mind

Tech Stack C++, Vulkan, GLFW, CMake, Travis CI