Kyle W. Rader

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EDUCATION

Western Washington University, Bellingham, WA
M.S. Computer Science, Graduating March 2017
B.S. Computer Science, June 2014 Minors: Mathematics, Embedded Systems Engineering

WORK EXPERIENCE

Director of Software Development Life Cycle – *8las Inc.*
Bellingham, WA | http://8las.com | July 2015 - July 2016 8las was an augmented reality startup which was aqui-hired by RealMax Inc.
- Organized a software development team by formalizing code documentation, version control usage, code management and project management.
- In the span of four months moved the company from a scattered product idea to the first launch of an augmented reality runtime engine codename "Catapult".
- Develop software architecture for augmented reality runtime systems and applications.
- Manage live demos for potential customers and pitch to investors.
- Travelled to China for three months during an aqui-hire of the company to help integrate four international software teams.

Production Engineer – *Womp Mobile*
Bellingham, WA | https://wompmobile.com | March 2015 - August 2015
- Mobilized desktop websites using HTML, SASS, & JavaScript with WompMobile's proprietary internal mobile site builder.

Graduate & Undergraduate Teaching Assistant – *Western Washington University*
Bellingham, WA | https://cse.wwu.edu/computer-science | September 2011 - March 2015
- Run interactive lab trainings, write grading scripts, manage office hours and often help redfine content.

Director of Engineering – *Uzility*
Bellingham, WA | https://uzility.com | December 2013 - November 2014
Uzility was a start-up company building an agile software management solution.
- Developed a web-based Kanban system for agile software development.
- Practiced agile software development and lean start-up methodology.
- Front and work in HTML, JavaScript, CSS/LESS. Back end work in PHP and MySQL.

Software Engineer – *Brer Technical Inc.*
Bellingham, WA | http://brertechnical.com | Spring 2012 - Spring 2014
- Principal architect for a business management system centered on the MFI test procedure.
- Designed and built a testing interface for real time data collection and visualization.
- Gained an understanding of Windows development, SQLite databases, serial communication, & concurrency.

Devops Engineer – *Logos Research Systems*
Bellingham, WA | https://logos.com | June 2013 - January 2014
- Developed and maintained an internal Ruby on Rails site housing database and server management tools.
- Tools included RabbitMQ message replay, MySQL cluster dashboard, server patch dashboard and MySQL schema migration dashboard.

Research Assistant – *Western Washington University*
Bellingham, WA | http://geometrictomography.com | August 2011 - June 2013
- Data processing, GUI design and algorithm implementation in Matlab.

SIDE PROJECTS

Western Washington University Puzzle Hunt

Bellingham, WA | https://wwupuzzlehunt.com | July 2015 - Present

The WWU Puzzle Hunt is a puzzle game for people with diverse skillsets to come together and solve amazing puzzles. I've developed a web application to run this game/event. The web application facilitates registration, team building, and gameplay. By allowing players and volunteers to log in and use QR codes to start timers, every team's puzzle solving time is tracked and scored in realtime. The vision for this event is to become a Bellingham signature attraction event like Ski To Sea, but for the mind!

Out In Science

Bellingham, WA | https://outinscience.com | April 2015 - Present

Out in Science is a group I started at WWU devoted to the promotion and inclusion of LGBTQ+ members of the College of Science and Engineering. The group started out with a surprising amount of involvement and has only grown since. We put on social events, mixers, and talks. I developed our own social media platform that began as WWU's "Out List". This is a list where people can volunterrily add themselves to show their presence in this community. The website is currently being refactored. Security and privacy are my two largest priorities for this platform.

Computer Science Tutoring

Bellingham, WA

While working over the past 5 years I've continually offered private computer science tutoring to new and former students. References provided upon request.

CodeLily | A Code School for Bellingham

Bellingham, WA | Sept 2014 - Sept 2015

CodeLily is an idea for a Code School in Bellingham, WA. Our team competed in Bellingham Startup Challenge 2014, after which, we decided to spend a year learning about entreprenuship and how we could make CodeLily a reality. We pitched CodeLily, winning Crowd Favorite, at Bellingham Pitchfest 2015. CodeLily is currently on hold as the team completes our masters degrees.

Learn ELA

http://learnela.com

This is an AngularJS web application I built for an ESL (English as a second language) teacher and her business.

AWARDS

– WWU Computer Science Citizenship Award, 2014
– Technology Alliance Group: Technology Leader of Tomorrow, 2013
– WWU Computer Science Citizenship Scholarship, 2013
– Logos Bible Software Scholarship, 2012
– Dealer Information Systems Scholarship, 2011

ACTIVITIES

– Events Committee Member: Technology Alliance Group (Fall 2015 - Winter 2016)
– Director of Activities WWU ACM (Fall 2014 - Spring 2015)
– Activities Coordinator WWU ACM (Spring 2013 - June 2014)
– CCDC/Cyber Defense Club (Fall 2012 - Spring 2013)
– Jr. Supervisor Bellingham A.I. and Robotics Society. (Winter 2011 - Winter 2013)
– WWU ACM mentor. (Spring 2013)
– President: Western Student Robotics Club (Fall 2010 - Spring 2012)
– Vice President: Institute of Electrical and Electronics Engineers WWU Chapter (Fall 2011 - Spring 2012)