

Kyle W. Rader

SOFTWARE ENGINEER · MAKER OF THINGS

☎ 425-241-7977 | ✉ kyle@kylerader.ninja | 🏠 kylerader.ninja | 🗣 [/kyle-rader](https://twitter.com/kyle-rader) | 🌐 [/in/kylewader](https://www.linkedin.com/in/kylewader)

Education

Western Washington University

Bellingham, WA

B.S. COMPUTER SCIENCE · 2014

Sept. 2010 - June. 2014

- 2014 Computer Science Dept. Citizenship Award
- 2013 Technology Leader of Tomorrow award from Technology Alliance Group NW (TAGNW)

M.S. COMPUTER SCIENCE · EXP 2018

Sept. 2014 - Expt. Spring. 2018

- Finishing research, part time, on social media post recommendation system for content curators. In conjunction with ActionSprout Inc.
- Implmented application features at ActionSprout to collect a dataset of Facebook page to post voting observations.

Skills

Current Languages Ruby, NodeJS, Bash, Python, Cypher (graph query language)

Web Rails, Meteor, Express, React, Ember, HTML, LESS/SASS

Tools/Services Git, Docker, Neo4j, Postgres, MongoDB, Heroku, Joyent/Triton, AWS S3

Experience

Software Engineer

Redmond/Bellingham, WA

ACTIONSROUT INC.

July 2016 - PRESENT · 1 yr 7 mos

Heavily involved in Rails microservice architecture, developer tooling, Facebook data anylsis, and graph database applications.

- Initiated projects such as Rails microservice generator, Facebook Graph API RubyGem, ActionSprout usage metrics collection and storage service, Facebook content curation and recommendation service, inter service JSON web token authentication standards etc. All of which are used daily.
- Pioneered use of Docker/Docker-Compose standardizing developer environments. Mostly solved “works on my machine” problem.
- Designed a Neo4j on Docker toolkit for management and orchestration of Neo4j instances on Joyent’s Triton container native platform.
- Most valuable learned skill: Designing microservices with robust background job management through small, single responsibility, indempotent workers.

Software Development Life Cycle (SDLC) Manager

Bellingham, WA/Shanghai, China

8LAS/REALMAX

July 2015 - July 2016 · 1 yr

8las was an augmented reality (AR) startup in Bellingham, WA. Managed 5-6 developers building an AR software engine compatible with the Immy ic60 glasses.

- Organized developer collaboration by implementing use of Git, BitBucket, and agile management tools.
- In four months moved from a scattered product idea to a beta launch of an AR runtime and SDK codenamed “Catapult”. Capable of sending tracking data to applications over the network.
- Wrote AR demo applications in Unity/C# using Catapult. Ran and managed live demos for customers and potential investors.
- Spent three months in Shanghai, after an acqui-hire, integrating development teams and products from Bellingham, WA, Hong Kong, Shanghai, and Chengdu China. Mission was to build an AR platform on web and mobile techonologies.

Production Engineer

Bellingham, WA

WOMP MOBILE

Mar 2015 - Aug 2015 · 6 mos

- Cool thing 1
- Cool thing 2

Web Developer

Bellingham, WA

LOGOS

Jun 2013 - Jan 2014 · 8 mos

- Cool thing 1
- Cool thing 2

Software Engineer

Bellingham, WA

BRER TECHNICAL

Apr 2012 - Mar 2014 · 2 yrs

- Cool thing 1
- Cool thing 2

Graduate & Undergraduate Teaching Assistant

WESTERN WASHINGTON UNIVERSITY

- Cool thing 1
- Cool thing 2

[Bellingham, WA](#)

Sept 2011 - Mar 2015 · 3 yrs 6 mos

Projects

The Great Puzzle Hunt

LEAD SOFTWARE ENGINEER

- Cool thing 1
- Cool thing 2

<https://greatpuzzlehunt.com>

June 2015 - PRESENT · 2 yrs 5 mos

Codelily Code School - Startup Weekend

SOFTWARE ENGINEER/CO-FOUNDER

- Cool thing 1
- Cool thing 2

[Bellingham, WA](#)

Sept 2014 - Sept 2015 · 1 yr

Uzility Agile Kanban System - Startup Weekend

SOFTWARE ENGINEER

- Worked alongside a former CTO of Emergency Reporting learning agile and scrum methodology.
- Uzility was a web based agile software development kanban tool.
- Cool thing 2

[Bellingham, WA](#)

Dec 2013 - Nov 2014 · 9 mos