Kyle W. Rader

SOFTWARE ENGINEER · MAKER OF THINGS

425-241-7977 | kyle@kylerader.ninja | kylerader.ninja | /kyle-rader | /in/kylewrader

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.
- Implemented 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*

ACTIONSPROUT   *July 2016 - PRESENT · 1 yr 7 mos*

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

- Initiated projects such as Rails micro-service 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 micro-services with robust background job management through small, single responsibility, idempotent 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 technologies.

Production Engineer   *Bellingham, WA*

WOMP MOBILE   *Mar 2015 - Aug 2015 · 6 mos*

Consume live client desktop websites rewriting HTML/SASS and Javascript/jQuery producing a mobile device optimized site.

- Helped implement a more streamlined development workflow and client progress tracking system.

Web Developer   *Bellingham, WA*

LOGOS   *Jun 2013 - Jan 2014 · 8 mos*

Worked on the deve-ops team building developer tools such as: RabbitMQ message replay, MySQL cluster dashboard, server patch dashboard, and version controlled MySQL schema migration dashboard.

Software Engineer   *Bellingham, WA*

BRER TECHNICAL   *Apr 2012 - Mar 2014 · 2 yrs*

Industrial fiberglass piping analysis company.

- Translated business needs of running a piping test procedure and collecting data into a product definition.
- Built Windows desktop application in C# featuring real-time data collection, visualization, step motor and mega-ohm meter communication.

Graduate & Undergraduate Teaching Assistant

Bellingham, WA

WESTERN WASHINGTON UNIVERSITY

Sept 2011 - Mar 2015 · 3 yrs 6 mos

Taught Intro to Robotics (C), Programming II & Linear Data Structures (Java), and Formal Language & Functional Programming (Lisp/Racket)

- Wrote grading scripts for building, compiling, and testing Java programs.
- Designed and wrote a new lab sequence in racket providing students with failing tests for code to implement.
- Frequently lectured in labs, ran extended office hours, and maintained excellent student reviews.

Projects

The Great Puzzle Hunt

https://greatpuzzlehunt.com

LEAD SOFTWARE ENGINEER & CO-FOUNDER

June 2015 - PRESENT · 2 yrs 5 mos

A yearly event drawing around 500 people to Western Washington University to play in a five-puzzle team scavenger hunt around the campus.

Teams and volunteers use smart-phones to compete on a real time game platform.

- Client application in ReactJS backed by Meteor and Rails API. Deployed on Digital Ocean behind Nginx for forced TLS.
- Volunteers scan team QR codes to track puzzle start times. Teams solve and enter puzzle answers in the application.
- The web application handles registration/user management, payment web hooks, team formation, ticket redemptions, real time scoring and game-play, and administration tools.

Codelily Code School - Startup Weekend

Bellingham, WA

SOFTWARE ENGINEER/CO-FOUNDER

Sept 2014 - Sept 2015 · 1 yr

A Startup Weekend Challenge idea to create a code school with a focus on accessibility for youth and people switching careers.

- Won crowd favorite at Bellingham Pitchfest Feb 2015.
- Managed a team of four WWU Computer Science seniors building the CodeLily demo platform (similar to CodePen) with AngularJS and Node-JS/Express.

Uzility Agile Kanban System

Bellingham, WA

SOFTWARE ENGINEER

Dec 2013 - Nov 2014 · 9 mos

Uzility was a web based agile software development tool project.

- Learned agile and scrum methodologies from a certified scrum master.
- Helped migrate code-base from CVS to Git.
- Developed application with PHP, MySQL, and jQuery.