425.241.7977 | kyle@kylerader.ninja | https://kylerader.ninja | github.com/kyle-rader

#### **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  $\mid$  http://geometrictomography.com  $\mid$  August 2011 - June 2013

- Data processing, GUI design and algorithm implementation in Matlab.

#### SIDE PROJECTS

## Western Washington University Puzzle Hunt

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

#### Out In Science

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

# **Computer Science Tutoring**

Bellingham, WA

### CodeLily | A Code School for Bellingham

Bellingham, WA | Sept 2014 - Sept 2015

### **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)