

# Kyle W. Rader

SOFTWARE ENGINEER · MAKER OF THINGS

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## 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 · ACTIONSPROUT

Redmond/Bellingham, WA

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 s-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 · 8LAS

Bellingham, WA/Shanghai, China

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 · WOMP MOBILE

Bellingham, WA

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 · LOGOS

Bellingham, WA

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 · BRER TECHNICAL

Bellingham, WA

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 · WESTERN WASHINGTON UNIVERSITY

Bellingham, WA

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 test driven development.
- Frequently lectured in labs, ran extended office hours, and maintained excellent student reviews.

## Projects

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### **The Great Puzzle Hunt** · LEAD SOFTWARE ENGINEER & CO-FOUNDER

<https://greatpuzzlehunt.com>

*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** · SOFTWARE ENGINEER/CO-FOUNDER

[Bellingham, WA](#)

*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 NodeJS/Express.

### **Uzility Agile Kanban System** · SOFTWARE ENGINEER

[Bellingham, WA](#)

*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.

## Education

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### **Western Washington University** · B.S. COMPUTER SCIENCE · 2014

[Bellingham, WA](#)

*Sept. 2010 - June. 2014*

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

### **Western Washington University** · M.S. COMPUTER SCIENCE · EXP 2018

[Bellingham, WA](#)

*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.