Kyle Knight

UI/UX Engineer

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I make apps look *better* than the mocks.

I Know A Guy… →

I partner with your design team to help their designs become better than the original vision. Sweating the small things, I'll become your best designer's favorite engineer. Passionate about building & integrating tools, I produce UI components with the quality you expect. My previous leadership & teammates have told me I'm "incredibly fast", "pragmatic", and "basically a wizard".

Places I Did Things →
&
Some of What I Know ↓

JavaScript
ES6, Node, React, Vue

From backend Node, front-end JS, and frameworks like React; I have the experience necessary to jump into new or existing projects. Work with build tools like Grunt, Gulp, and Webpack.

CSS
SCSS (Sass), Less, Stylus, styled-components

From HTML emails to MDN's bleeding edge, there's little I'm unable to style. Huge proponent of BEM syntax and starting to appreciate writing CSS-in-JS.

Backend
Ruby (on Rails), Go, PHP (WordPress, Laravel)

Part of being a UI Architect is being able to finish the last mile of a new page and wire up the front-end with real data. I've worked with a variety of of popular web frameworks and server-side languages to help complete this final crucial step.

Kolide / *Senior Front-End Engineer*
Oct 2016 - Jan 2019, Boston (Remote)

Took part in creation of Fleet, open source interface for Facebook's osquery. As the first front-end engineer hired at Kolide; I lead the UI development of its flagship products and marketing efforts using React and Ruby on Rails frameworks. Worked directly with the product design team to help establish realistic goals. Created a completely themeable interface and accompanying auto-generated documentation. Generated iconography dynamically from designer provided Sketch file.

FireEye (prev. Mandiant) / *Senior Staff Engineer*
Nov 2013 - Oct 2016, Washington DC (Remote)

Led front-end development of a content curation system for security researchers, as well as created custom internal living style guide generator. This concluded with the VP creating a team around producing a shared design vision across all engineering efforts.

The Able Few / *Senior Front-End Engineer*
May 2010 - Feb 2013, St Louis (Partially Remote)

Worked with a variety of clients and needs, including a real-time analytics application using the GNIP Twitter Firehose. Also, created a pitchable demo for a no download, JavaScript based, screen sharing application which has since been funded and is under active development.

Good Knight Multimedia / *Owner*, *Janitor*
June 2008 - May 2012, St Louis (Remote)

Worked with multiple agencies across the country to assist in design and development process as well as helped bring traditional agencies into the internet market. I managed all aspects of the business, including sales, billing, development, maintenance, and everything in between.

Network Solutions / *Premium Web Designer*

Oct 2007 - June 2008, St Louis

Designed and created marketing websites over phone consultations. Created internal training procedures to teach CSS 2.1 to junior developers. Worked across multiple teams to help maintain and modify existing client websites built by a myriad of developers. Created internal ticket management software for engineering teams to quickly manage needs outside of enterprise ticket system.

Anchor Digital Services / *Web Developer*

May 2006 - Oct 2007, St Louis

Created accessible and W3C compliant marketing websites for local businesses using WordPress as well as built custom plugins. Keyed out green-screen videos for an integrated advertising experience. Built ecommerce solutions and also created custom PHP widgets for existing websites. Worked with text message APIs to produce fundraisers such as textsanta.net

Figures.com - Action Online / *Traffic Manager & Client Services*

Aug 2004 - Jan 2006, St Louis

Implemented and maintained PHPAdsNew and, subsequently, OpenX ad management software for a multitude of affiliate websites. Created ad campaigns and generated detailed monthly reports for advertising customers. Created ad banners using Photoshop and Flash. Minor Unix server use, including backups, database dumps, and server moves. Managed office needs, including shipping & receiving for giveaways and editor reviews.

Stuff I'm Proud Of →

Fleet / *Open Source Software*

github.com/kolide/fleet

GUI for Facebook's Osquery, handling SQL powered operating system instrumentation, monitoring, and analytics

Automating SVG Icons with Sketch and Makefiles / *Blog Post*

blog.kolide.com/fb47e200db85

A post I wrote about how I automated the generation of SVG icons from a Sketch file thanks to a little bit of Makefile instrumentation

Cobalt2 / Theme for *Sublime Text 2, VS Code, and others*

github.com/wesbos/cobalt2

Assisted in introducing editor theming into the syntax highlighting

&

People Who Like Me ↓

Gladly provided upon request!