

JOEL KINMAN

Vancouver BC
<https://jkinman.github.io>
[linkedin.com/in/jkinman/](https://www.linkedin.com/in/jkinman/)
778-788-1455
joel.kinman@gmail.com

Over 10 years experience in web development (mainly Frontend).

6 years industrial React experience.

Comfortable under the hood of build systems like Webpack and Vite, and linking with custom CI/CD systems in GCP and AWS.

I love architecting large server-less, JAM stack, scalable React apps.

Experienced creating / configuring / debugging load balancers, APIs (REST, GraphQL), running on cloud platforms.

My previous experience is in video game development.

SUMMARY

- Specialized in creating Dynamic Frontends - **6 years React JS / 10+ years JS**
- Experience architecting and deploying **Cloud based infrastructure** and serverless apps. (**GCP, AWS**, Netlify).
- I've published many hybrid mobile apps
- Experienced creating and connecting **backend systems and APIs, Micro and Monolith.**
- Comfortable leading small sized teams using agile methodologies

EXPERIENCE

Angry Mob, Vancouver — Tech Consulting

Currently

Various technical consulting

Built using: **React, Node, Typescript, GCP, AWS**

Article, Vancouver — Sr Frontend Developer (FE Tools and Architecture)

Jun 2021 - Aug 2022

Made a pipeline to automate creation of design systems, themes and component libraries from Figma. Allowing the dozen or so apps to automatically stay up to date with design changes.

Built using: **Node, Typescript, Vue, AWS, Storybook, Python**

Appnovation, Vancouver — Sr React Developer (Frontend and Cloud)

Jan 2020 - Jun 2021

Technical consulting for many clients, presales, development, cloud architecture

Technologies used: **React, Python, GCP, Contentful, Netlify, Python**

1Qbit, Vancouver — Sr React Developer

Jan 2019 - Jan 2020

Worked on a team creating a web portal for researchers to access quantum systems, and digital annealers through a web browser.

Technologies used: *GRPC, Docker, React, Go, Python, AWS, Contentful*

Vanbex / EtherParty, Vancouver — Sr React Developer

Oct 2017 - Jan 2019

Built the EtherParty platform (<http://rocket.etherparty.com>) A Blockchain platform to create and manage NFTs on the Ethereum blockchain.

Technologies used: *React, Jest, RxJS, Go, Web3, Microservice Architecture, Ethereum Blockchain tech stack, WebGL, Kubernetes*

iQmetrix, Vancouver — Sr Developer (Full Stack / Mobile / React)

Jan 2016 - Oct 2017

Sr developer on Sparklab, iQmetrix's R&D team. Rapid product development and architecture, development coaching, and on demand consulting for internal teams.

Products developed:

- Visions: Real Time data analytics dashboard system. React application delivered as electron desktop app, iOS/Android mobile controller app, .NET REST service spawning docker instances
- Nimble: Internal company management application
- Ready: Restaurant payment app. Hybrid native mobile app
- Conversational AIML (Artificial Intelligence Markup Language) based chat bot for Facebook and Slack

Technologies used:

JS (ES6, TypeScript, Node), React, Angular, Node (express), .NET, MongoDB, MsSql, Docker, Websockets, Phonegap, Electron, WebGL (THREE.js), 2d Canvas (D3), Mocha, Jasmine, Python

Railway Labs, Vancouver / SF — Sr Developer and Architect

October 2013 - October 2015

Consulting and development work for various companies.

- Moody's Analytics - Javascript framework comparison, sell shareholders on roadmap and architecture upgrade strategy from flex to HTML5 for all SASS apps (Angular, TypeScript, Node)
- Wonga - plugin development (Phonegap)
- Kobo - HTML5 e-reader (Sproutcore / Phonegap)
- Viakoo - Development of mobile application (Angular / Phonegap, iOS, Android)
- Infowrap - Creation of Angular / Trigger mobile app and custom trigger modules
- Central 1 - Development on mobile app for use by credit unions (iOS, Android, Phonegap)
- Ben Energy - Creation of iOS app (native iOS)

Recon Instruments, Vancouver — Lead Programmer / System Architect

December 2011 - October 2013

Architecture and development of platform facilitating communication between multiple web servers, javascript SPA

application and custom hardware powering the Engage platform. Recon instruments makes sport related augmented reality eyewear.

The Engage platform consisted of:

- A rich javascript SPA created with backbone and a custom view layer.
- Rest api written in Cakephp powering real time location of friends and serving data to web app.
- Java data processing server, Spring rest API
- Development of cross platform browser plugin performing data I/O of custom binary file formats. This plugin exposed an API so the javascript app could communicate directly with our hardware to transfer data and update firmware.

Technologies used: ***Cake PHP, Javascript (ES5, Backbone, Node), C/C++, Java, MySql, PostGreSQL***

Responsys, EMEA / Canada / US — *Technical Consultant*

November 2008 - May 2011

- Data architecture, and integration pipelines with current and legacy systems, solutions spanning everything from shell scripts to REST APIs
- Technical consulting on Responsys software and email best practices
- Development of email programs sending millions of custom generated emails per day
- Customer training and onboarding

VideoClix, Vancouver — *Sr Programmer*

2007

Creation of web based SDKs and content creations tools.

Technologies used:

ActionScript 3

Radical Games, Vancouver — *Lead Programmer / Tools programmer*

2002 - 2007

Developed 7 console and PC games over a variety of roles

- Lead programmer / technical architect for 3 titles
- Worked on advanced technology group developing system automation, asset pipelines, Maya and Photoshop plugins
- Created windows applications for shader creation, asset management, and exporting custom graphics formats

Technologies used:

C++, QT, Lua, OpenGL, GLSL (gpus and shaders), ExtendScript (ECMA based language), MEL (Maya embedded language)

Products developed:

CSI (lead), CSI dark motives (lead), CSI Miami (lead), Simpsons Road Rage, Hulk Ultimate Destruction, Crash Bandicoot Tag Team Racing, Prototype, Scarface

Disney Interactive, Victoria — *Programmer*

2000 - 2002

Gameplay, tools and pipeline programmer. Shipped 12 software titles

Department of National Defence, Victoria — *Network Support Technician*

1999 - 2000

Worked on a team providing hardware, software and network support to an organization of 1000+ users for the Naval Fleet School

Computer Master, Victoria — *Instructor*

1998 - 1999

Instructed courses in HTML, CSS, javascript, Photoshop, Flash, Director, and web site creation principles