JOEL KINMAN

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I've been using JS since day one. I've been making cutting edge web apps for a decade, creating and consuming REST APIs for almost that long. I made AAA video games for 7 years and shipped 13 games during my career. I officially transitioned to the web world ten years ago. Drawn to the rapid nature and collaboration web development offers. I'm experienced being a client and consultant. I've learned the importance of concise explicit requirements when working with third parties. I've lead development teams of around five people and worked on teams of 30 plus people. I've learned the importance of proper architecture and software engineering methodologies in order to scale projects through practical experience. Creative problem solver looking for a challenge.

EXPERIENCE

Vanbex / EtherParty, Vancouver — Sr Developer (full stack)

Oct 2017 - PRESENT

Built the EtherParty platform (http://rocket.etherparty.com) A Blockchain platform to create and manage an initial coin offering (ICO) on the Ethereum blockchain.

Technologies used:

React, Jest, Webpack, RxJS, Go, Web3, Microservice Architecture, Ethereum Blockchain tech stack, Docker / Kubernetes

iQmetrix, Vancouver — Sr Developer (full stack)

Jan 2016 - PRESENT

Sr developer on Sparklab, iQmetrix's R&D team. Rapid product development and architecture, as well as 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), React, Riot, Angular2, Aurelia, Backbone / Marionette, Node (express), .NET, MongoDB, MsSql, Docker, Websockets (firebase), Phonegap, Electron, WebGL (THREE.js), 2d Canvas (D3), Mocha, Jasmine

Railway Labs, Vancouver / SF — Sr Developer and Architect

October 2013 - October 2015

Consulting 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)

- 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.

https://engage.reconinstruments.com/

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, 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