JOEL KINMAN

Vancouver BC
https://jkinman.github.io
linkedin.com/in/jkinman/
778-788-1455
joel.kinman@gmail.com

Over a decade of leading teams and shipping cutting edge web apps.

I have solid industry experience architecting and delivering cloud based, containerized, scalable web apps on cloud infrastructure. With a focus on Frontends.

Experienced creating / configuring / debugging load balanced Microservices and Monolith APIs (REST, GraphQL).

Over 10+ years experience in web development. 6 years professional React experience.

My previous experience is in video game development where I learned to engineer complex systems shipping 13 titles.

EXPERIENCE

Angry Mob, Vancouver — Tech Consulting

Currently

Cloud based development work

- Creating websites integrating with multiple CMS sources

Built using: **React +Next, Node, Typescript, GCP, Contentful, Firebase**

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

Jun 2021 - Aug 2022

Designed and built a theme-able Javascript component library to power 10+ internal apps built on top of a custom export pipeline from Figma design tool based in Storybook. Managed interaction between stakeholders on the design and dev teams.

- **Asset pipeline**: Built with Node, the asset creation pipeline exported data and design tokens directly from Figma. Then processed the data into SCSS/CSS, and Javascript and a custom Vue plugin inspired by Material UI
- **Component Library:** The asset library was coupled with a component library built in Storybook configured with a CD pipeline on AWS linked to a visual and code review and testing process.

Built using: **Node, Typescript, Vue + Nuxt, AWS, Storybook**

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

Jan 2020 - Jun 2021

- **Google**: Built a Learning Management System for Looker their data intelligence product. (FE built using React, headless CMS build using Contentful, deployed on GCP, integrating courses from an internal LMS platform)
- **Visitcalifornia.com**: I built a map based rich user experience for planning road trips. React app integrating with a headless CMS based in Drupal with a GraphQL API. (React, Open street maps, Gatsby and Drupal)

- **BC Health Staffing**: A project to track which facilities healthcare workers are working to help track covid outbreaks in care-aid homes. (built in React with node / express API, deployed on firebase and BigQuery) and rolled out to three other provinces after the success of BC.

Technologies used: *React + Next, TypeScript, Node, Python, GCP, Contentful, Netlify, BigQuery, Firebase, GraphQL, Drupal*

1Qbit, Vancouver — Sr React Developer

Jan 2019 - Jan 2020

Lead FE team building online portal researchers to timeshare compute time on quantum computers and digital annealers.

- **Documentation system:** Built Contentful based documentation system
- **Compute share portal:** Designed and built the React based portal

Technologies used: *GRPC, Docker, React + Next, Python, AWS, Contentful, PHP*

Vanbex / EtherParty, Vancouver — Sr React Developer

Oct 2017 - Jan 2019

Frontend lead delivering the React app to generate NFTs / Smart Contracts on the Ethereum blockchain.

- **Rocket platform:** An end to end solution for launching security tokens using proprietary smart contracts; it enables the creation, deployment and issuance of NFTs
- **Block Map**: A 3D rendered browser based app created to inspect the ethereum blockchain in realtime.

Technologies used: *Web3, React + Next, Jest, RxJS, Go, 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 displaying KPI data in a 3D React application delivered as electron desktop app, iOS/Android mobile controller app, .NET REST service spawning docker instances
- **Nimble**: Created a project management application
- **Ready**: Restaurant payment app. Hybrid native mobile app
- **Conversational AIML** (Artificial Intelligence Markup Language) based chatbot for Facebook and Slack to deliver company insight data

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.

- **Animation tool:** Built a timeline based custom animation tool for exporting our proprietary file format.
- **Plugin:** Developed a plugin to allow the embedding of the VideoClix player in clients sites.

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