







# Kainan Doneson

## Software Engineer

### Contact

 [kainan.io](https://kainan.io)  
 [kaindoneson@gmail.com](mailto:kaindoneson@gmail.com)  
 805-284-3987  
 [/in/kainan-doneson-43749b1b4](https://in/kainan-doneson-43749b1b4)  
 [/kainn9](https://github.com/kainn9)  
 New York, NY

### Education

Flatiron School  
Full Stack  
Coding Bootcamp  
August 2020 -  
November 2020  
NYC

### Work Skills

Ruby on Rails  
Javascript  
TypeScript  
NodeJs  
React  
HTML5  
CSS  
SCSS  
AWS  
Git  
Github  
GithubActions  
Github Packages  
Npm/Yarn  
Communication  
Team Oriented  
Punctual

### Side Skills

Golang  
gRPC  
Protobuf  
Terraform  
Webpack  
Rollup

### Work Experience

#### Software Engineer

##### Upright

April 2022 - October 2023 / New York, NY

- » Worked with a cross-functional team to streamline user authentication across new SPAs and legacy applications by designing and implementing SSO/API mechanisms. Developed comprehensive documentation to facilitate easy integration by other developers.
- » Created and maintained highly utilized React UI libraries, used across multiple teams and applications. Collaborated with stakeholders to ensure consistency and usability.
- » Analyzed existing business flows and refactored legacy data models to unlock the creation of new features and improve overall functionality.

#### Junior Software Engineer

##### Upright

September 2021 - April 2022 / New York, NY

- » Demonstrated a commitment to constant learning and improvement by familiarizing with a sophisticated codebase and leveling up programming skills through various outlets, while working closely with senior team members.
- » Contributed to the development of new features and enhancements for a complex software system, adhering to established coding standards and best practices.

#### Software Engineer Internship

##### Upright

June 2021 - September 2021 / New York, NY

- » Led development of custom CMS solution with SVP of tech, utilizing AWS Lambda (Node.js), Terraform, and Hugo for static site generation. Integrated GitHub Actions for streamlined CI/CD workflows.

#### Bartender & Back of House Specialist & Retail Specialist

##### Bob Bar & Apple WTC

2018 - 2020 / New York, NY

- » Managed bar and storage areas, restocked inventory and supplies, prepared beverages for high-volume patrons, and handled difficult interactions on behalf of peers. Fostered a supportive work environment to enable coworker success.
- » Received and cataloged product shipments, documented and shipped out returns/repairs, and advised customers on technical needs and product solutions.

### Most Recent Side Projects

#### 2D Physics Library

##### Golang - Vectors - ECS

View Project: [kainan.io/?project=1#projectsZone](https://kainan.io/?project=1#projectsZone)

- » A versatile 2D physics library in Go, influenced by Gustavo Pezzi's C++ physics course, emphasizing ECS compatibility and adaptability to diverse programming paradigms, while facilitating the unified simulation of linear and angular bodies.

#### Multiplayer and Singleplayer Go Indie Games

##### Golang - gRPC - Protobuf - GithubActions - AWS

View Project: [kainan.io/?project=4#projectsZone](https://kainan.io/?project=4#projectsZone) — [kainan.io/?project=3#projectsZone](https://kainan.io/?project=3#projectsZone)

- » Developed a multiplayer proof-of-concept and ongoing singleplayer indie games in Golang, incorporating advanced functional paradigms like ECS and utilizing protoBuf and GRPC for networking.

#### React-Storybook UI Library

##### Typescript - Webpack/Rollup GithubActions/Packages -AWS -Terraform

View Project: [kainan.io/?project=2#projectsZone](https://kainan.io/?project=2#projectsZone)

- » Created a React UI library with TypeScript, Storybook, Webpack, and Rollup. The library was published as a GitHub package and its Storybook preview was deployed on AWS S3/Cloudfront via GitHub Actions, ensuring smooth accessibility