

Kevin Rufino

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EDUCATION

Grand Valley State University

Degree: Bachelors of Science in Computer Science

Allendale, MI

Graduation: April 2021

EXPERIENCE

Nike

Beaverton, OR

Front-End Web Engineer

September 2022 – Current

- Created \$2M+ in pre-order sales for the first time in the company's history by leading creative marketing page experience
- Built 3D creative marketing components utilizing React, CSS animations, Three.js, R3F, GLSL shaders, and Canvas components
- Engineered a CMS using GraphQL and Contentful, reducing assets and copy update times by an estimated 4 hours per website update
- Created optimization pipeline for 3D assets, guiding engineers and designers on asset size recommendations and compression techniques
- Constructed a workflow for fast R&D of creative development projects for quick response to design feedback
- Introduced analytics framework tracking consumer behavior across the platform, allowing for close and accurate consumers insights
- Assisted consumer research and insights in marketing and design briefs by working cross functionally

Full Stack Application Security Software Engineer

September 2021 – September 2022

- Engineered a UI intake form for developers to submit their code for a Dynamic Application Security Testing (DAST) service
- Created an AWS CloudWatch dashboard tracking downtime and errors across multiple services on our platform
- Implemented CI/CD for infrastructure as code on the team's AWS CDK stacks
- Developed front-end using ReactJS, connecting to the backend Mongo DB and third-party security testing services such as Acunetix

Freelance Consulting

Freelance Full Stack Software Engineer/ Consultant

Feb 2022 - August 2022

- Constructed a UI to animate a battle scene generated fully on the blockchain using NFT stats to define outcomes with React, Ethers JS, Spine TS an animation framework, GraphQL, and CSS
- Engineered a UI staking reward page for the gaming smart contracts on the block chain using React, Ethers JS, and Tailwind CSS
- Guided and refined a smart contracts reward economy, gamifying and reworking the user reward gaming mechanics
- Implemented a discord bot tracking Opensea's sales API to present sale price and profit/loss margins on purchase of Anonymice NFT

Open Systems Technologies

Grand Rapids, MI

Mobile Application Development Intern

May 2021 – August 2021

- Contributed to developing a cross-platform mobile application for a public transportation company aiming to improve transportation workforce productivity by 35%
- Consulted with project stake holders to build components supporting the project's goal using Xamarin Forms in XAML and C#
- Built NFC and Bluetooth testing protocols to connect phones to custom connection devices, improving connectivity by 20 seconds

Nike

Beaverton, OR

Full Stack Software Engineering Intern

June 2020 – August 2020

- Redesigned and revamped internal company application UI for logistics employees improving the experience rating by 80%
- Met with UI/UX designers to follow Nike's design protocols and principles for an authentic 'on brand' internal web app
- Engineered front-end using ReactJS with custom components and libraries
- Architected RESTful API in NodeJS connecting to Teradata DB with SQL queries

SKILLS & PROJECTS

Skills:

JavaScript, Typescript, HTML, CSS, React, Next.js, Three.js, R3F, Drei, Python, SQL, GraphQL, Figma, Photoshop, Blender, Ethers JS, Vue JS, Node JS, Xamarin, XAML, C#, Java, Android Studio, Swift, C, C++

Projects:

Online Minecraft for Web

Developed and collaborated on a 3D WebGL clone of Minecraft with online functionalities. The online functionality uses web sockets to send and retrieve updates utilizing Socket.IO. Being built entirely in R3F, this is proudly the most in depth React Minecraft clone. The game generates a randomized voxel terrain of the world using an algorithm to create a graph of all the block data. The block data is used to construct a 3D geometry of the environment which the player can interact with using the Canon.js physics engine. This terrain generation can support multiple parameters such as environment types. This started as a passion project to learn how a game like Minecraft can create its limitless world.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

Society of Hispanic Professional Engineers (SHPE)

Allendale, MI

Chapter Founder and President

December 2019 – May 2021

- Visited local predominantly Black and Hispanic lower income schools to inform children on STEM paths and provide mentorship
- Set up resume and networking workshops with Hispanic professionals in our community
- Founded local chapter recruiter requiring me to recruit 10 members to be officially recognized by the organization and my school