

Kim Thompson

135 Battle Creek Place

Saint Paul, MN 55119

(952) 215-7255

kim.thompson.dev@proton.me

kimthompson.me

github.com/kimthompson

linkedin.com/in/kimberlyanthompson

A software engineer with eight years of experience creating applications for web, mobile, and desktop. Currently focused on SwiftUI and React Native, but with an extensive background in React and a proven ability to pick up new tools quickly and safely. Values mentorship and communication, which empower teammates and foster a collaborative and supportive environment. Enjoys vetting new technologies and creating proofs-of-concept.

Recent Experience

Daugherty Business Solutions, Minneapolis, MN Consultant & Software Engineer

Nov 2020 — Present

Filled roles ranging from software engineer to technical lead at three clients — Express Scripts, Best Buy, and Cox Communications.

- Led a team of iOS engineers at Cox Communications. Reworked the role of iOS technical lead to be less of a bottleneck, teaching my team how to build the application and persuading management to let everyone help with pull requests and code reviews.
- Built the initial proof-of-concept for Cox's interactive "Proactive & Preventative" system. Demonstrated the power of SwiftUI animations to the lead architect, demonstrating that it was easy to simulate screen transitions.
- Improved the Google Lighthouse score of Best Buy's CMS for store managers from 55 to 95, primarily through route-based chunking and import refactoring. The initial page load on mobile shrunk from three seconds to less than one.
- Defined my Best Buy team's standards and set up Jenkins pipelines to enforce them. Pair programmed with junior developers and taught them about everything from branch management to recursion.

Relevant tech: Swift, SwiftUI, React, Redux, TypeScript, HTML, CSS, GraphQL, UIKit, AWS, Jenkins, Objective-C, Java, Spring, SQL

Minnesota Public Radio, Saint Paul, MN Web Developer

Aug 2018 — Nov 2020

Created new websites and applications for American Public Media while maintaining the old ones.

- Proposed that we use Next.js for our rebuild of MPR News when we ran into trouble getting React 16.x to play nice with server-side rendering. Built a vertical slice of our website in the next 48 hours that got all stakeholders on board.
- Reworked APM Reports to pass all of Google's AMP requirements, increasing traffic on their breaking stories threefold.
- Architected the first version of YourClassical for iOS, Android, and web built with React Native. Presented it to the whole technology division.

Relevant tech: React, JavaScript, TypeScript, Node.js, Next.js, HTML, CSS, React Native, Ruby on Rails, GraphQL, PHP

Design Center Inc., Saint Paul, MN Associate Software Developer

Feb 2017 — Aug 2018

Developed applications for iOS, web, and Windows, ranging from large agile projects with a team to small solo projects.

- Wrote the company's frontend web standards.
- Taught the designers how to write solid enough HTML and CSS, as well as how to use VS Code. Stressed to the owner that frontend web development is truly software development and cannot simply be offloaded onto designers.
- Learned to develop on new platforms in a couple of weeks multiple times, ranging from iOS to Windows to Xamarin.

Relevant tech: Objective-C, UIKit, Swift, C#, Xamarin, JavaScript, HTML, CSS

Skills

Mobile: Swift, SwiftUI, React Native, Objective-C, UIKit, Xamarin, C#

Frontend: JavaScript, TypeScript, React, Redux, HTML, CSS, TailwindCSS, Svelte, Vue

Backend: Node.js, Java Spring, Ruby on Rails, GraphQL, SQL, Go, Rust, Elixir

Competencies: Technical Communication, Team Leadership, Application Architecture, Continuous Integration, Agile Practices

Education

University of Minnesota — Twin Cities (2015)

B.A. Computer Science

B.A. Journalism

Certificates

AWS Certified Cloud Practitioner

Earned: Jan 2022

Expires: Jan 2025