

Kim Thompson

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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, empowering teammates and fostering a collaborative and supportive environment. Enjoys vetting new technologies and creating proofs-of-concept.

Professional Experience

Daugherty Business Solutions, Minneapolis, MN

Nov 2020 — Present

Consultant & Software Engineer

Cox Communications — Led a team of iOS engineers working on maintaining and building features for Cox App on iOS.

Collaborated with stakeholders to figure out which features were coming down the pipeline and what should be worked on this sprint. Managed our build and release processes on the developer side, communicating to QA, Product, and DevOps exactly what was in each build and ensuring it all got out there on time with minimal bugs.

- Reworked the role of iOS technical lead to be less of a bottleneck, teaching team members how the application's build system worked and persuading the higher-ups to let the whole team in on 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.
- Drove the effort to do as much new development as possible in SwiftUI, with the aim of minimizing the work of integrating the new "White Label" application.

Relevant tech: Swift, SwiftUI, GraphQL, UIKit, Objective-C, AWS, Jenkins

Best Buy — Mentored a team of full stack engineers on a rebuild of the CMS used by store leaders to lay out BestBuy.com pages. Participated in agile ceremonies and design meetings, sometimes with the rest of the team, sometimes just with leaders. Mentored a team of junior engineers, meeting with them regularly for career advice, pair programming, and Git detangling.

- 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 the team's coding and testing standards and set up Jenkins pipelines to enforce those standards.
- Collaborated with the UX designer to revamp and expand our React Component Library, largely based on Material UI, and document it with Storybook.

Relevant tech: React, Redux, TypeScript, HTML, CSS, Java, Spring, SQL, Jenkins

Express Scripts — Contributed to an internal application named PSCRF, which is used to model and price out treatments and pharmaceuticals under various health insurance plans. Implemented automated tests using Jest and JUnit and performed manual regression test planning and execution each sprint.

- Advocated for better development practices, such as the adoption of Prettier and Git hooks, which would be more efficient and better for team morale than "swarming" on every code review and arguing over every misplaced space.
- Served as the team's subject matter expert for troubleshooting and improving Webpack and NPM.

Relevant tech: React, Redux, TypeScript, HTML, CSS, Java, Spring, SQL

Minnesota Public Radio, Saint Paul, MN

Aug 2018 — Nov 2020

Web Developer

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

Feb 2017 — Aug 2018

Associate Software Developer

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 a designer.
- 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

Ameriprise Financial, Minneapolis, MN

Feb 2017 — Aug 2018

Technology Leadership Development Program Trainee

Rotated between three different positions over the course of 18 months as part of a competitive program for recent college graduates. Learned the basics of being both a business analyst and a developer, which solidified my desire to be a developer.

- Redesigned the frontend for Ameriprise's advisor compensation application, working within the limits of the old JSP, IE-only application that nobody could run anymore.
- Helped design, test, and polish a client-facing dashboard built with Backbone.js.
- Conducted working sessions to complete disaster recovery plans for all my department's applications.

Relevant tech: JavaScript, Backbone.js, HTML, CSS, Excel, PowerPoint

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