Kyle Paulsen
software engineer

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LANGUAGES
JavaScript, Java, C, C++

SKILLS
Node.js, Mocha, *SQL, Git, Jira, MVC/MV*, REST, Agile Development

WORK EXPERIENCE

Autodesk (October 2015 – Present)
Software Engineer

- Assisted with converting Autodesk's 3D modeling application, Fusion 360, into a web application.

- Explored alternative UI frameworks that could potentially increase development speed and maintainability.

- Was a good resource for git and other environment related tasks.

Nike (March 2014 – October 2015)
UI Engineer

- Enhanced the checkout process for Nike's global online store, including: fixing bugs, reducing page load time, adding new UI features, etc.

- Partnered with another developer to implement and transition our team of 15+ from SVN to Git.

- Helped set up JavaScript linters for the e-commerce UI code base to improve code quality and maintainability. Used these linters to find and correct long-standing code defects.

Janrain (August 2012 – January 2014)
JavaScript Engineer

- Played a large role in creating and maintaining Janrain's Social Login, Share and User Management JavaScript libraries.

- Used JavaScript tools such as: Grunt, Knockout, Underscore, Q, Node, Browserify, Closure Compiler, Mocha, JSHint, and JSDoc to recreate Janrain's Share Widget.

- Devised creative solutions to improve products without introducing new bugs on existing customers' websites.

- Was readily available on call to fix critical customer issues.

- Created a prototyping tool to help test diverse configurations of Janrain's User Management Product.

Whizkids IT (September 2008 — August 2012)
Lead Developer

EDUCATION

Bachelor of Science — Computer Science
Portland State University – Portland, OR
Graduated June 2012