Kyle Paulsen
software engineer

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LANGUAGES

JavaScript, Java, C, C++

SKILLS

Node.js, Knockout.js, Mocha, *SQL, Git, Jira, MVC, REST, Agile Development

WORK EXPERIENCE

Nike through Pro Unlimited (March 2014 — Present)

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.

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

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

- 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

- Designed and implemented a computer check-in system that allows technicians to track 150+ services, as well as important variables such as check-in time, monthly revenue, and service invoices.

EDUCATION

Bachelor of Science — Computer Science

Portland State University – Portland, OR
Graduated June 2012