

Kyle Wong

Frontend Developer

📍 Toronto, Canada ✉ kyle.wong917@gmail.com 🔗 <https://kwongz.github.io/kwong-portfolio/>

Experience

Evidence

May 2024 - Feb 2025

Software Developer Intern

🔗 <https://evidence.dev/>

Contributed to the development of an open-source Business Intelligence (BI) tool. My responsibilities included:

- Wrote component stories for visual regression testing, using SQL queries to generate test data and ensure Svelte components rendered and functioned correctly.
- Contributed to documentation and release management
- Implemented key features: Chart Drill-Downs, URL-Params, Dimension Grid Multi Select, Date Input
- Upgraded map components to dynamically render a scalar or categorical legend based on SQL query results.

Career Break

Oct 2021 - Dec 2023

🔗 <https://www.mirvish.com/shows/harry-potter-and-the-cursed-child#gallery-34>

Took time to focus on professional development in frontend technologies while exploring different areas of software development. During this period, I also worked as an ensemble member in *Harry Potter and the Cursed Child* at Ed Mirvish Theatre.

Innocean Worldwide

Mar 2021 - Sept 2021

Jr. Frontend Developer

🔗 <https://www.genesis.com/ca/en/main.html>

At Innocean Worldwide I collaborated with designers and developers on various projects, contributing to the following:

- **Website Development:** Developed new pages and features for the Genesis Canadian Website using *AEM*, *HTML*, *CSS*, and *JavaScript*.
- **Digital Advertising:** Worked on Kia marketing campaigns, creating dynamic banner ads in DoubleClick Studio.

Skills

Javascript

React

Svelte

SvelteKit

Tailwind

SQL

HTML

CSS

SASS

Firebase

Education

Juno College of Tech

2020 - 2021

Web Development

Certificate

University of Waterloo

2011 - 2015

Kinesiology

BSc

Projects

Connect 4 Live Multiplayer

React, Firebase, State Management

🔗 <https://kwongz.github.io/kwong-portfolio/#/connect4>

Developed a **real-time Connect 4 game** with Firebase and React, enabling **live multiplayer gameplay**. Implemented a **recursive algorithm** to efficiently detect wins by checking all directions from the last move. The game updates instantly, providing a smooth player experience.