Kyle Kettler

Software Engineer

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Technical Skills

Strong: Javascript (ES5, ES6), Typescript HTML, CSS, Flexbox, React, Node.js, Express.js, PostgreSQL, AJAX, Git, SQL, REST API, Babel, JSON, UI Design, Visual Design, Interaction Design, Prototyping

Experienced: Tailwind CSS, Vite, GSAP, Markdown, C#

Tools: VSCode, Github, Chrome DevTools, Figma, Adobe XD, Unity, Webflow

Applications Developed

GameQueue • [Github Repo](#) • [Live App](#)

A web app created for people who want to organize video game queues.

- Consumed **RESTful APIs** and used **Javascript** and **AJAX** to populate data and render the front end of the app.
- Implemented clean **CSS** using **Flexbox** to build a mobile first app that works on all devices.
- Created features using **Javascript** and **Local Storage** for users to track games played, games to play, favorite games, and to rate games.
- Designed a beautiful user interface in **Figma** that is easy to use and engaging.

Code Journal • [Github Repo](#)

A web app created for people to journal about coding knowledge.

- Created features using **Javascript** and **Local Storage** for users to create, edit, delete, save, and search for entries.
- Implemented clean **CSS** using **Flexbox** to build a mobile first app that works on all devices.

Professional Experience

Product Designer, Co-Founder • LeadAnswer • Minneapolis, MN   **September 2021 — Present**

- Established the design language and patterns for product interface using **Figma components** and **libraries**.
- Collaborated with co-founders in determining the product strategy, tech stack, and vision for the company.
- Crafted a design system with reusable **Figma components** and **prototypes** that were straightforward for the development team to implement.
- Collaborated closely with the other co-founders to ensure the product features met the product and users goals.

Creative Director, Co-Founder • Coefficient Digital • Minneapolis, MN   **May 2016 — May 2023**

- Led the design and **Webflow** development of 15+ client websites and 100+ client projects.
- Oversaw creative output and managed the design team to ensure design was excellently executed.
- Facilitated client meetings to determine project goals, to present **design**, wireframes, and **Figma prototypes**, to receive project approval, and to update project status.
- Consistently exceeded client's expectations for creative, **design**, and **Webflow** development.
- Managed up to 6 clients at one time while overseeing and working on multiple projects for each client.

Digital Designer • Jettison • Minneapolis, MN   **March 2015 — May 2016**

- Acted as the primary designer for 10+ client websites and projects.
- Worked closely with the development team to ensure the websites were feasible and built to design specs.
- Presented design concepts to clients and created websites to meet client goals and needs.

Education

Full-Immersion Web Development Program • LearningFuze

- 800+ hours of programming (60+ hours/week) in a simulated agile work environment.

Post-Baccalaureate Graphic Design Certificate • Minneapolis College of Art & Design

Bachelors Degree in Communication (Emphasis in Graphic Design) • Crown College