KYLE KNAGGS

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EXPERIENCE

Qgiv: Front-End Engineer, Remote (Jan. 2021 - Present)

- Responsible for the triaging of issues, scoping of work, development of features, fixing of bugs and review of pull requests across Qgiv's online donation form, peer-to-peer and event registration platforms while collaborating with a team of other front-end engineers, back-end engineers, UI/UX designers and product managers.
- Added Apple Pay, PayPal and Venmo integrations for the online donation form, peer-to-peer and event registration platforms enabling organizations to continue to collect important donor information while using a frictionless checkout experience that increases conversion rates and reduces cart abandonment.
- Built a feature that enabled non-technical team members to inject select HTML elements, JavaScript code snippets and various analytics scripts into the redesigned donation form. This gave the redesigned donation form feature parity with the legacy forms, facilitating the mass migration of clients and the deprecation of legacy forms.
- Built a feature that uses the registrant's email address to seamlessly detect duplicate registrations for a peer-to-peer event and prompt users to log in to their fundraising dashboard prior to form submission.
- Improved code quality and consistency by championing the benefits of strict linting standards to Qgiv's front-end engineers while proposing and overseeing the introduction of the AirBnB JavaScript style guide across the company's React code base.

Mozilla, Firefox Debugger: Open Source Developer, Remote (May 2020 - Sep. 2020)

- Fixed an issue where there were inconsistencies in the path to the directory root displayed in the Source pane of the Debugger whenever a user modified the root directory using the Set Directory Root feature.
- Implemented visual polishes on a number of UI components including the Watchpoints panel, the XHR Breakpoints panel, the paused message, and all of the text inputs in the Firefox Debugger.
- Submitted bug reports, created feature requests, and performed code reviews in Bugzilla and Phabricator.

Advance Foam: Front-End Developer and Designer, Trinidad & Tobago (Oct. 2016 - Oct. 2019)

- Designed and built a user authenticated **online ordering platform** for the largest mattress manufacturer in the English-speaking Caribbean. The application processes over 12.5k orders per annum, automates work previously performed by 2.5 employees, and was delivered to customers within 9 months of project inception.
- Drove the gathering of requirements by documenting and analyzing existing customer habits and internal order processing techniques, architecting the company's transition from a manual to a digital order entry process.
- Designed and developed high-fidelity mock-ups detailing the UI/UX of the application using Sketch.
- Architected and built the entire view layer of the application, translating mock-ups into responsive React components optimized for both desktop and mobile devices.

EDUCATION

- University of Texas at Austin, School of Architecture: Bachelor of Architecture, High Honors, GPA 3.9

TECHNOLOGIES

- HTML, CSS, JavaScript, React, Redux, Jest, Flow, Git, SCSS, Styled-Components, NodeJS, MongoDB and MySQL