Resume of Kyle Olson

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Hello! My name is Kyle, and I'm a creative web professional, living in San Francisco, California.

Work

Apple

Head of Infrastructure; iTunes UI Engineering | July 2015 — Present

- Designed and implemented workflows for Continuous Integration and Continuous Deployment
- Architected extensible build system that promoted code quality through review and automated testing
- Integrated tools and workflows across multiple engineering teams, supporting over a dozen apps
- Directed and supervised contracted resources working on critical web projects
- Helped develop tools to assess candidate's depth of technical experience and problem-solving approaches

Engineering Architect; Marcom Interactive | January 2011 — July 2015

- Mentored teams of exceptional, design-oriented engineers
- Anticipated the trajectory of creative direction across projects; architected frameworks enabling our teams to achieve these creative concepts
- Project lead for product launch sites; balanced engineers' workloads, established project timelines, responsible for the end-product
- Represented engineering in executive reviews; presented prototypes and advised on technical feasibility
- Conceptualized and prototyped interactions and animations

Education

California Polytechnic State University, San Luis Obispo

B.S. in Graphic Communication; Design Reproduction Technology
Magna Cum Laude, Dean's and President's Lists

Skills

- Technical leadership, shepherding projects and growing engineers
- Communicating technical issues to non-technical people
- Writing code that is flexible, robust, and future-proof
- Finessing interactions and animations
- Pragmatic, creative problem-solving