

[Kyle Shevlin \(https://kyleshevlin.com\)](https://kyleshevlin.com)

Staff Software Engineer

Summary

I'm a senior software engineer with ~13 years of web development experience. I'm an expert in JavaScript, TypeScript and React, and knowledgeable in a wide variety of technologies. I care a lot about the products I work on, the impact of my work, the growth of my teammates, and much, much more.

Skills

- Strong UI engineer; Expertise in JavaScript, TypeScript, React, GraphQL and more
- Passionate about higher level software engineering patterns such as functional programming and state machines
- Creator, maintainer, and contributor to several OSS projects
- Blogger, teacher and excellent communicator

Technologies

- JavaScript and TypeScript
- React and React Native
- CSS in all forms, Tailwind, CSS-in-JS, etc
- NextJS
- Astro
- d3
- Node
- GraphQL
- MongoDB
- Postgres
- and more...

Work

Agathist

Founder and Lead Engineer | March 2024 - Present

- Led technical architecture and implementation across diverse client projects, spanning React Native mobile applications, NextJS web applications, and Astro marketing sites
- Managed engineers (sub-contractors and client engineers) to achieve client goals and deliverables

Virta Health

Staff Software Engineer | March 2022 - March 2024

- Led frontend architecture across the organization, designing and implementing a unified design system that spanned web and mobile applications
- Architected a type-safe design token system using TypeScript that enforced visual consistency and accessibility standards while eliminating UI defects from incorrect style usage

- Built custom analytics tooling to identify legacy design system usage patterns, enabling data-driven migration prioritization and progress tracking
- Designed and delivered bi-weekly technical workshops for engineering teams, focusing on React composition patterns, decoupling strategies, and modern frontend architecture
- Successfully led migration from a tightly-coupled legacy design system to a modern component library, improving developer velocity and application maintainability
- Mentored engineering teams on component composition best practices, leading successful transition from API-coupled UI components to a clean separation of data and presentation layers

Kyle Shevlin LLC

Consultant & Contractor | June 2021 - March 2022

- Designed and built a custom course platform (courses.kyleshevlin.com) featuring integrated payment processing and content delivery
- Developed and delivered specialized React workshops focused on advanced hooks patterns and modern React architecture
- Provided technical leadership and architecture consultation for multiple client engineering teams

Murmur

Principal Software Engineer | February 2021 - June 2021

- Architected and implemented core pieces of product user workflow
- Collaborated with founder and designers on initial UX and MVP

Webflow

Senior Software Engineer | January 2019 - February 2021

- Led development of highly-requested CMS features, improving content management workflows for thousands of customers
- Established comprehensive testing infrastructure that enabled confident large-scale refactoring initiatives
- Successfully mentored multiple junior engineers through technical growth to promotion
- Spent time on multiple teams across the organization: CMS, Asset Management and Growth, demonstrating my ability to pick up new systems quickly and make meaningful contributions right away

Formidable Labs

Senior Software Engineer | March 2018 - August 2018

- Built features for a high-volume photography app with React, MobX, and Electron
- Contributed and enhanced components in a shared UI library
- Implemented new standards to improve codebase and DX

Fastly

Senior Software Engineer | August 2017 - February 2018

- Implemented graphs with d3 for usage of Image Optimization service
- Built new UIs for various load-balancing features

- Migrated components into shared package used by all Fastly applications

Second Story

Web and Interactive Developer | September 2016 - August 2017

- Architected and independently developed a multi-user touch table interactive for Holland America, handling complex state management and concurrent user interactions through React, Redux, and WebSockets
- Built Second Story's brand site from ground up, implementing server-side rendering and modern frontend architecture

FINE

Front End Web Developer | November 2013 - June 2016

- Crafted custom, maintainable CSS/SCSS architectures for 80+ websites
- Created a Ruby gem (Componentize) that allowed us to create Rails components by utilizing partials reducing project timelines
- Established and documented frontend development standards that improved code consistency and developer onboarding
- Sole full stack developer on several projects
- Promoted from junior to mid-level developer

Other Accomplishments

- Egghead.io instructor
- Conference Speaker

Noteworthy Repos

- [eslint-plugin-use-encapsulation](https://github.com/kyleshevlín/eslint-plugin-use-encapsulation) (<https://github.com/kyleshevlín/eslint-plugin-use-encapsulation>): An ESLint plugin that forces you to follow the useEncapsulation pattern I developed and describe here: <https://kyleshevlín.com/use-encapsulation> (<https://kyleshevlín.com/use-encapsulation>)
- [use-debugger-hooks](https://github.com/kyleshevlín/use-debugger-hooks) (<https://github.com/kyleshevlín/use-debugger-hooks>): A set of custom React hooks that help you find and debug excessive renders and other hook related issues
- [ShevyJS](https://github.com/kyleshevlín/shevyjs) (<https://github.com/kyleshevlín/shevyjs>): A rebuild of Shevy for JavaScript. Specifically built for CSS-in-JS systems
- [Intro to State Machines](https://github.com/kyleshevlín/intro-to-state-machines-and-xstate-course) (<https://github.com/kyleshevlín/intro-to-state-machines-and-xstate-course>): A repo of lessons for my introduction to state machines course on egghead.io (<https://kyleshevlín.in/xstate>)
- [Just Enough Functional Programming](https://github.com/kyleshevlín/just-enough-fp-lessons) (<https://github.com/kyleshevlín/just-enough-fp-lessons>): A repo of lessons that goes along with my intro to functional programming course on egghead.io (<https://kyleshevlín.in/fp>)
- [Data Structures & Algorithms](https://github.com/kyleshevlín/intro-to-data-structures-and-algorithms) (<https://github.com/kyleshevlín/intro-to-data-structures-and-algorithms>): A repo of lessons that goes along with my intro to data structures and algorithms course on egghead.io (<https://kyleshevlín.in/dsa>)

Education

MA in Theology

Fuller Theological Seminary - Pasadena, CA - 2012

Yes, you're reading that correctly. I'm a theologian turned programmer. [You can read about the career transition here \(https://kyleshevlin.com/from-pastor-to-programmer\)](https://kyleshevlin.com/from-pastor-to-programmer).

BA in Philosophy & Mathematics

Lenoir-Rhyne University - Hickory, NC - 2007

Places to Find Me

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- [kyleshevlin.com \(https://kyleshevlin.com\)](https://kyleshevlin.com)
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- [LinkedIn \(https://www.linkedin.com/in/kyleshevlin\)](https://www.linkedin.com/in/kyleshevlin): <https://www.linkedin.com/in/kyleshevlin>