

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

Software Engineer

Summary

I am a software engineer with ~10 years of primarily frontend web development experience. I am an expert in JavaScript and React, and knowledgeable in much more. I care a lot. In general. I care about the products I work on, the impact of my work, the growth of my teammates, the community and more.

Skills

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

Technologies

- JavaScript
- React
- CSS-in-JS
 - Styled Components
 - Emotion
 - Stitches
- NextJS
- TypeScript
- Flow
- d3
- Node
- GraphQL
- MongoDB
- Firebase
- and more...

Other Accomplishments

- Egghead.io instructor
- Host of the Second Career Devs podcast
- Board Member for the non-profit Vets Who Code
- Conference Speaker

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 \(https://kyleshevin.com/from-pastor-to-programmer\)](https://kyleshevin.com/from-pastor-to-programmer).

BA in Philosophy & Mathematics
Lenoir-Rhyne University - Hickory, NC - 2007

Work

Kyle Shevin LLC

Founder | June 2021 - Present

- Provided consulting & contract work for several companies
- Building course platform to sell my educational courses directly to my audience

Murmur

Principal Software Engineer | February 2021 - June 2021

- Built core pieces of the product user workflow
- Designed core systems for the application architecture
- Collaborated with founder and designers on initial UX

Webflow

Senior Software Engineer | January 2019 - February 2021

- Worked for several teams: CMS, Asset Management, Growth
- Built several top wishlist features requested by 1000s of customers
- Added testing infrastructure to increase refactor safety and confidence
- Mentored several junior software engineers to promotions

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 in d3 that indicate a customer's usage of Fastly's Image Optimization feature
- Built new UIs for various load-balancing features
- Migrated and converted components from main application into a NPM package consumable by all our front end applications

Second Story

Web and Interactive Developer | September 2016 - August 2017

- Sole developer for Second Story's brand site, built from scratch with React, Redux, Webpack, and SSR.
- Sole developer for Holland America's Exploration Space, a touch table interactive built with React, Redux, Webpack, Electron, Websockets and can handle four concurrent users.

FINE

Front End Web Developer | November 2013 - June 2016

- Crafted custom, maintainable CSS/SCSS architectures for dozens of websites
- Created a Ruby gem (Componentize) that allowed us to create Rails components by utilizing partials. Sped up site builds by 2-3 weeks.
- Promoted to "Full Stack". Responsible for entire project builds, all models, views, controllers, CSS and JavaScript.
- Tech Lead and/or Sole developer on several projects
- Initiated and crafted front end standards and practices for company
- Developed and contributed to company's open source projects

Noteworthy Repos

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

Places to Find Me

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