Kyle Shevlin (https://kyleshevlin.com)

Staff Software Engineer

Summary

I am a software engineer with ~13 years of web development experience. I am 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
 - Functional programming
 - State machines
- Creator, maintainer, and contributor to several OSS projects
- Blogger, teacher and excellent communicator

Technologies

- JavaScript and TypeScript
- · React and React Native
- Tailwind CSS
- CSS-in-JS
 - Styled Components
 - Emotion
- NextJS
- Astro
- d3
- Node
- GraphQL
- MongoDB
- Postgres
- and more...

Other Accomplishments

- Egghead.io instructor
- Conference Speaker

Education

MA in Theology

Fuller Theological Seminary - Pasadena, CA - 2012

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

BA in Philosophy & Mathematics

Lenoir-Rhyne University - Hickory, NC - 2007

Work

Agathist

Founder and Lead Engineer | March 2024 - Present

- Consulted on projects ranging from greenfield React Native mobile apps, NextJS React apps, to Astro marketing sites
- Managed employees for various projects
- · Responsible for client acquisition and business development

Virta Health

Staff Software Engineer | March 2022 - March 2024

- Lead of the Frontend Platform team
- Built internal libraries and systems to support all mobile and web clients
- Built and maintained a cross platform design system that worked across React web and React Native
- Managed migrations away from legacy systems across 3 apps
- Ran bi-weekly workshops to train and upskill other engineers in React, React Native, TypeScript and GraphQL

Kyle Shevlin LLC

Consultant & Contractor | June 2021 - March 2022

- Provided consulting & contract work for several companies
- Developed and ran workshops for training teams in React & React Hooks
- Built <u>courses.kyleshevlin.com</u> (<u>https://courses.kyleshevlin.com</u>), a 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

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

(https://kyleshevl.in/fp)

• <u>Data Structures & Algorithms (https://github.com/kyleshevlin/intro-to-data-structures-and-algorithms)</u>: A repo of lessons that goes along with my intro to data structures and algorithms course on egghead.io (https://kyleshevl.in/dsa)

Places to Find Me

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- Github (https://github.com/kyleshevlin): https://github.com/kyleshevlin
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- BlueSky (https://bsky.app/profile/kyleshevlin): https://bsky.app/profile/kyleshevlin