Kyle J. Kemp

kyle@seiyria.com   Oshkosh, WI

Programming Skills	Angular 1/2+, Ant, Bash, Batch, Bootstrap 2/3/4/5, C#/MVC, CoffeeScript, Colyseus, Cordova, CSS/LESS/SCSS, CouchDB, d3, Deepstream, Dream Maker, Electron, Express, FeathersJS, Firebase, GraphQL, HTML/Pug, Hugo, Ionic 1/2/3/4/5, Java, JavaScript, Jekyll, jQuery, knockout, Material, NestJS, Node, PhantomJS, Phaser, PHP, Python, Redux (NGXS), Socketcluster, SQL, Swagger, TypeScript, Vue
Development Tools	Git, Google Chrome, IntelliJ, MongoDB, npm, PostgreSQL, Terminal, UML, vim, Visual Studio, VSCode
Building / CI	GitHub Actions, Gitlab CI, Grunt, Gulp, npm, Travis CI, Webpack
Testing	AVA, Chai, Jasmine, Jest, Karma, Mocha
Education	**University of Wisconsin - Oshkosh**
	Computer Science - Software Engineering Bachelor of Science

Open Source Development/Freelancing
Home Office / https://github.com/seiyria

Ongoing
Oshkosh, WI

- Maintain successful open source library with 3k+ stars, 47k+ users, and 150k+ weekly downloads
- Designed a fansite for a MMORPG, cataloging their information in an easy-to-digest fashion
- Experimented with making a custom, realtime game engine based on Deepstream
- Contributed documentation to Auth0 (topics: Angular2, Ionic)
- Created & designed an Idle RPG with 150-200 regular players (peak) and managed 30+ contributors
- Created & designed a full-stack mobile GPS-based RPG
- Created & designed an online bracket generation tool that gained popularity in several niches
- Created & designed a tool and DSL to help people create board/card games
- Created & designed a MORPG from scratch
- Created & designed PWAs for multiple board games to help better navigate their rules

Architect / Principal Developer
Riveted Games

Mar 2021-Nov 2022
Remote

- Spearheaded design of blockchain gacha game; raised approx 1.5million USD
- Initial game launch attracted approx. 1k people, which grew to over 1.28million over 2 months
- Lead team of 2 developers and a designer to make a content-driven application
- Designed a persistent browser-based game that raised approx. 20million USD
- Lead multiple Vue and Angular projects
- Lead team of 3 developers and a designer to make a persistent browser-based game
- Lead team of 10+ fulltime developers working on various other applications
- Administrate Google Domains DNS for 6 projects and 40+ internal users
- Manage MongoDB Atlas instances for 3 projects
- Manage CI/CD pipelines/processes for app delivery using GitHub Actions, Netlify & Heroku
- Manage Netlify for 30+ projects of varying sizes and requirements
- Hire & manage team of developers, designers, writers, and artists for an ambitious strategy game

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Contract Angular/Ionic Developer   Dec 2020-Mar 2021
Magpie Games   Remote

- Create a PWA to digitize a tabletop RPG
- Rally users and do market-fit testing for app
- Design & develop all interfaces based on a digital re-imagining of the tabletop system

Contract Angular Developer   Oct 2020-Feb 2021
PwC (client: Wells Fargo)   Remote

- Implement many interfaces according to design specifications
- Mentor teammates on Angular best practices
- Work to digitize many processes to improve productivity of those users

Contract Angular/Ionic Developer   Feb 2020-Jul 2020
DrFirst   Remote

- Help launch Backline telehealth solution near beginning of US COVID Crisis
- Push a final release for embeddable widget solution over the line for customers
- Precisely update a legacy product to have new features and a more modern design

Contract Angular/Ionic Developer   Feb 2020-Feb 2020
Verve Commerce   Remote

- Assist in internal refactoring of app
- Address performance problems to make app run more smoothly
- Fill in knowledge gaps to help re-architect app using NGXS
- Rewrite some internal code to use new storage solution

Contract Angular/Ionic Developer   February 2019-May 2019
Perficient Digital   Remote

- Regularly ship bugfixes for AAA Mobile app
- Implement new interfaces according to business specifications
- Focus on implementing a tool for users to submit insurance claims via the AAA Mobile app
- Improve developer processes to increase overall code quality

Contract Information Architect I (Angular)   June 2018-October 2018
Webworld Technologies (WTI Solutions)   Remote

- Architect core components to be utilized throughout the app
- Review code frequently to ensure correctness and catch obvious errors
- Iterate often to ensure shipped features meet requirements for 547th Intelligence Squadron leadership
- Refactor core components to make future maintainability easier

Contract Angular/Ionic Developer   May 2018-June 2018
Trinity Integrated Solutions   Remote

- Scaffold and architect an offline-first Ionic app to be handed off internally

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Contract Angular/Ionic Developer September 2017-March 2018
Insight Global Remote

- Create an expense reporting app based on business requirements and existing API
- Coordinate with designer when possible to make sure app meets design standards
- Integrate with internal APIs and sort out needs for new app-specific APIs

Contract Angular/Ionic Developer/Mentor August 2017-November 2017
Mobiquity (client: Amazon) Remote

- Architect and design core components of AWS re:Invent 2017 app
- Mentor teammates on best TypeScript practices
- Work with tight deadlines to prepare app for weekly showcases to meet strict standards
- Frequently review pull requests to ensure code quality

Contract Angular Developer January 2017-May 2017
Red Hat (client: DTE Energy) Michigan, Remote

- Design and develop a semi-complex UI using Angular2 & Bootstrap4
- Conform to strict business rules whilst exhibiting creativity in design and information structure
- Upgrade the teams Angular knowledge from v1 to v2 (using presentations and pair programming)
- Write clean, maintainable code to hand over for further development and maintenance
- Improve existing process significantly from manually editing a database to using a thought-out UI

Contract AngularJS Mentor August 2016-October 2016
Silver Star Brands (f/k/a Miles Kimball) Oshkosh, WI

- Help the team understand concepts and paradigms related to Angular 1
- Integrate with existing development processes to help deliver updates to new site
- Guide the company with information about Angular, JavaScript, and other modern tools

Contract Ionic Developer April 2016-July 2016
PerBlue Remote

- Use Angular1, Ionic1, Firebase, and Cordova to create a messaging application for Android and iOS
- Dig deep on platform quirks and ensure consistency between Android and iOS
- Translate informal business requirements into technical implementations
- Create a customer service spam control & reporting interface

Contract JavaScript Engineer November 2015-March 2016
Top of Mind Networks Remote

- Use AngularJS to create interfaces
- Translate business requirements into functional interfaces
- Frequently go through design and business review processes to ensure correctness
- Help upgrade code from ES5 to ES6

Contract JavaScript Engineer August 2015-November 2015
Android Authority Remote

- Build a high-performance web-scraping tool and use AWS to run it periodically
- Use MeteorJS to create a web application