KYLE PEARSON

SOFTWARE ENGINEER

54 Clyde Avenue
East Providence, RI 02914
401-556 2282
kylejpearson@mail.com
www.github.com/slayTheSensei

EXPERIENCE

UPSERVE
Mobile Engineer   October 201 7 – Present

Worked on an experienced agile team that oversaw the design and development of our point of sale platform, which was built with react native. Implemented the majority of our payment functionality and hardware integrations with use of Typescript, Java, and Native Modules. Trained junior developers on our functional programing patterns and architecture.

GENERAL ASSEMBLY
Web Development Fellow   June 2017 – October, 2017

Completed a 13-week, 600+ hour, immersive web development program. Over the course of these 13 weeks, I worked in a simulated production environment, developing 4 full-stack projects. In addition to building technical abilities, I refined my product management skills from the planning to execution stages, which included wire-framing, white-boarding, presenting data structures, team workflow management, and employing Agile/SCRUM methodologies.

EDUCATION

Johnson and Wales University

B.S Entrepreneurship (candidate)
Minor in Marketing

SKILLS

Typescript
Java
React Native
Swift
Kotlin
React
CSS
HTML

PROJECTS

VINYL DASH
React | Firestore | Java | Typescript

Currently building an admin dashboard for a DJ booking platform that allows users to manage their live sets and fanbase.

VINYL BOX
Android Things | Java | Kotlin | Firestore

Built a device that takes in audio and analyzes it. Track metadata like title, genre, bpm, and mood are identified and the results are sent to a real-time firestore database.

Que
Android Things | Raspberry Pi | Java

Currently building a platform that allows BBQ pit masters to track, monitor and control the metrics of their cooks. With the use of python and a raspberry pi, I created a controller that allows users to adjust their cookers temperature from a mobile device.