

# Erich Keil - Software Engineer

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*20+ years of experience solving complex problems, leading teams, and mastering new technologies.  
A curious craftsman with skills in software, hardware, media, design, leadership and management.*

## WORK EXPERIENCE

### Software Developer, Clevyr

June 2022 to Present

- Full stack custom software development for clients on both legacy and greenfield projects in a variety of sectors including healthcare, agriculture, and finance.
- Serve as technical lead for multiple projects, working collaboratively with project management, internal teams, and clients to continually reassess possible development targets and align priorities with anticipated value added to the client and their end users.
- Work with leadership to enhance onboarding and training for junior developers.
- Actively contribute to internal processes and tooling for the development team.

### Batch Participant, Recurse Center

January 2022 to March 2022

- Collaboratively managed a full-time course of self-directed study, experiential learning, and professional development with a cohort of experienced programmers.
- Built 10+ applications including full stack web apps, microservices, and CLI tools in JavaScript, TypeScript, React, and Python.
- Ran a weekly design patterns group discussing and implementing patterns in a variety of languages and use cases. Focused primarily on the 'Gang of Four' text.
- Attended multiple group meetups and pairing sessions daily on a broad variety of programming topics including security, data structures, algorithms, creative programming, shaders, interpreters, embedded systems, databases, and source control.

### Director of Production, Tulsa Opera

June 2017 to December 2021

- Planned and implemented a \$1.5M annual production budget. Oversaw all design and technical elements, and hired and managed technical crews.
- Designed safety and strategic planning protocols. Served as technical liaison for major construction projects. Negotiated collective bargaining agreements.
- Designed and implemented lighting systems and content for multiple large productions.

### Professor - East Carolina University

August 2011 to June 2017

- Taught courses in lighting and sound design and technology.
- Designed lighting and sound for live theatrical events.
- Mentored student designers and technicians.
- Managed the electrics shop.
- Served as Design & Production area coordinator and Production Manager.

### Professor - Bradley University

August 2005 to July 2011

- Taught courses in Lighting, Sound, and Scenery Design and Technology.
- Designed lighting, sound, and scenery for live theatrical events.
- Managed technical implementation and scenery, lighting, and sound shops.
- Collaborated on strategic planning, curriculum development, and accreditation.

## SKILLS

**Languages:** JavaScript, TypeScript, PHP, Python, Rust

**Technologies:** Laravel, Vue, PostgreSQL, Git, Axum, Leptos, Tauri, Pest, Dusk, Jest, Vitest, Testing Library, Linux, Bash, AWS, GCP, Kubernetes Docker, Arduino, Lighting, Audio

**Tools:** JetBrains IDEs, VSCode, Vim, Test Driven Development

## EDUCATION

**UCLA:** MFA in Theatre - Lighting Design & Technology

**Western Michigan University:** BA in Theatre - Design & Technical Production

## PROJECTS

**Personal Portfolio Site** - <https://zenlex.dev/>

- Website I built to showcase my side projects and play with ideas and new tools.
- Built in Rust/WASM using Leptos with graceful degradation for non JS environments.

**germinate** - <https://github.com/zenlex/germinate>

- Scaffolding tool based on common stacks I use to increase velocity from idea to MVP.
- Flows for CLI tools, APIs, and full stack web apps in Rust or TypeScript

**crustd** - <https://github.com/zenlex/crustd>

- Rust crate for streamlining CRUD API boilerplate creation with SQL and Axum

## COMMUNITY INVOLVEMENT

**Organizer - Tulsa Web Devs, 2022 to Present** - <https://www.tulsawebdevs.org>

- Developed programming for 10-20 meetup events per year around Web Development and adjacent topics in programming and technology.
- Organized networking and educational in person and virtual events
- Managed collaborative projects with members including building a new web app for the group, creating deployment pipelines using GitHub actions, Docker, and Kubernetes

**Member, Techlahoma, 2020 to Present** - <https://www.techlahoma.org>

- Co-led a mentoring initiative pairing newer and more experienced developers
- ThunderPlains Conference Lightning Talks Co-organizer 2023, 2024
- Member of the Month Feb 2023

**Member, Code for Tulsa, 2020 to 2022** - <https://github.com/codefortulsa>

- Led website rebuild in 2021-2022 until local brigades were shut down
- Participated in group planning and project discussions

**Member, Code for Greensboro, 2016 to 2017** - [Code with the Carolinas Triad/Metrolina](#)

- Worked with a team on [GoVoteGSO](#) - a local/regional voter education app
- Worked on website updates/rebuild and new member onboarding flows

**USITT Student Chapter Faculty Advisor, East Carolina University, 2012 to 2017**

- Mentored a group of college students in entertainment design and technology
- Oversaw community engagement projects, technical workshops, exhibits, and trips to the annual USITT conference - [www.usitt.org/student-chapters](http://www.usitt.org/student-chapters)

**USITT Student Chapter Faculty Advisor, Bradley University, 2007 to 2011**

## TALKS AND PRESENTATIONS

***"Expertise: The Rabbit Hole You Can't Climb Out Of"***

Tulsa Web Devs 2022, Thunderplains 2022,

***"Skill Transfer as a Learning Model: A Case Study in Joining the Circus"***

OKC Web Devs 2022, 200 OK 2023

***Test Driven Development*** - Tulsa Web Devs 2024

***Refactoring*** - Tulsa Web Devs 2024

***Open Source User Analytics Tools*** - Tulsa Web Devs 2024