



Kyle Watson Full Stack Engineer

Motivation

After working with a SaaS startup and with a mature enterprise software company, Kyle has experience with both modern frameworks and tooling like React and Gatsby, as well as the skills needed to modernize legacy software from AngularJS to Angular 15+.

With a passion and dedication to build beautiful software, Kyle is quick to pick up new styles and standards adapting to each codebase and framework. Utilizing functional and reactive/declarative programming to build robust user interfaces allows him to create performant and reliable frontends. A key part of Kyle's success is covering code with automated tests, using CICD pipelines like GitHub actions, AWS CodePipeline and Jenkins. He is able to produce both unit tests with Jest and Jasmine as well as end-to-end tests using Cypress, Playwright and maintaining Protractor tests for legacy code.

Open-source contributions are also part of Kyle's development: contributing bug fixes and feature improvements to multiple Vue projects, Kotlin apps and a CLI NodeJS tool.

Seeking knowledge and knowledge sharing are a big part of Kyle's passion for software. He regularly attends meetups and conferences as well as participating in knowledge-sharing sessions and performing talks on topics he thinks are valuable.

Experience

Project Details & Used Skills

Devoteam OpenDORA Software Engineer 09.2023 / current	A Backstage front-end plugin, written in React, with a back-end Go-lang REST API to query with an Apache DevLake server. DORA metrics are calculated and gathered using SQL. Go is also used to synchronize the group structure in Backstage with the team structure in DevLake. Kyle is also responsible for setting up CI/CD pipelines to lint and test the front and back end.
Used Skills	TypeScript, React, Go, GitHub Actions, SQL, Docker, Kubernetes
WoodWing Digital Editor Software Engineer 07.2022 / 07.2023	Building and maintaining a custom WYSIWYG style editor for digital and print publications. Unifying cross application designs and components, building a component library, using SCSS and themes to update the UI to match Sketch designs. Making a framework-independent, vanilla TypeScript editor for HTML content, custom components with custom styling. Removing JQuery in place of modern ES6 functions. Releasing multiple sales-focused features throughout the year. Resolving bug reports in under a week. 100% test coverage using Jasmine and Angular CDK component harnesses.
Used Skills	TypeScript, SCSS, HTML, RxJS, NGXS, Kanban, Nx, NPM, Jenkins



WoodWing	Migrating features from an end-of-life software to a hybrid on-premise/cloud
Studio Software Engineer 07.2021 / 07.2022	publisher software suite. Refactoring every AngularJS component and view to Angular 15+. Moving from promises and events to RxJS observables and NGXS Store state models. Successfully migrated all customers from the unsupported service to the
	software suite, while improving features/workflows. Upgraded Angular components and state management in production using feature flags and in- place replacements.
Used Skills	TypeScript, NodeJS, Angular 15+, SCSS, RxJS, NGXS, AWS Lambda, AWS CDK, Kanban, Confluence, Nx, Gulp, GitHub Actions, CodePipeline
SamsonVT CORE Lead 3D Developer 07.2020 / 05.2021	 I of 3 developers first hired to create a web SaaS 3D visualization product. Building the platform by prioritizing features and technical direction. Getting a working MVP for sales demos while also creating a profitable application. Developing workflows, processes and architecture to support the creation and growth of the project. Using React, ThreeJS and Styled-components to build a responsive parts catalog and 3D viewer with interactive animations and controls. Guiding the CEO in technical direction with regards to content creation, conducting interviews for 3D artists. Building a serverless backend in AWS to handle and serve user management, file ingestion and parts data. Built with TypeScript, NodeJS, Lambda, S3 and DynamoDB.
	Finished the service in production, onboarding the first customers, and managed content delivery for the first use of the product, managing 3D artists and content writers.
Used Skills	TypeScript, NodeJS, React, Cypress, ThreeJS, AWS, Content Management, Git, BitBucket
SamsonVT Public website Frontend Developer 05.2020 / 06.2021	To promote the company and offerings a public facing company website was built to showcase product features as well as recruitment, sales call-to-action and investor opportunities. Building React components and generating a static site using Gatsby, focusing on SEO optimizations towards the manufacturing sector. Dynamic content fetched from Contentful using GraphQL. Writing technical blog posts to attract engineering talent. Working closely with external UI designers as well as marketing to integrate a CMS to ease content creation.
Used Skills	TypeScript, React, Gatsby, Trello, Contentful, GraphQL, Styled-components
WoodWing Elvis DAM Frontend Engineer 02.2019 / 06.2019	Elvis DAM is a web-based content management system for publishers and brand content creators. Creating new UI features for the high-resolution image viewer, virtual-folder management, or bulk upload flow. Fixing bugs in legacy code for the infinite- scrolling dynamic-grid layout and version history selection. This involves using new designs and integrating with the backend through APIs. All JavaScript AngularJS code touched is modernized to use TypeScript, immutable functional programming, and to be fully unit tested. New features were planned and released to large enterprise customers, as well as bugs being fixed with priority.
Used Skills	TypeScript, JavaScript, AngularJS, Protractor E2E testing, Scrum, Git, GitHub, Jira



Education & Training

09.2023 Microfrontends with React: A Complete Developer's Guide 2016 - 2020 Software Engineering (Bachelor of Science with First Class Honours

Skills (spread the skills in the different columns)

Angular 15+

4 NodeJS 4 Jasmine 4 Jest

- 2 MySQL

4 GitHub Actions 3 4 AWS CodePipeline 4 4 Functional programming 4 3 3 2 Kanban 3 Microfrontends 4