Kyle Gearhart

kyle@kylegearhart.com | http://kylegearhart.com | Austin, Texas

Skills

- **Code:** TypeScript, JavaScript, Java, Kotlin, HTML, CSS, Python, Dart, Swift, Objective-C
- **Frontend:** React, Angular, iOS, Android, Flutter
- **Backend:** Java Spring, Node.js, Flask
- **Database:** Postgres, MySQL, Mongo, Redis
- **IDE:** WebStorm, IntelliJ, PyCharm, Android Studio, Xcode
- **Version Control:** Git
- **Build:** Webpack, Gradle, Maven, Makefile, BASH scripts
- **CI/CD:** Jenkins, Travis, TeamCity, Concourse
- **Run:** Kubernetes, Docker, AWS, Cloud Foundry, Heroku
- **Agile:** Extreme Programming, Scrum, Kanban
- **Teamwork:** Feature Planning, Architecture Discussion, Code Review, Feature Demos, Workshop Instruction
- **Foreign Language:** Japanese (fluent), German (conversational)

Experience

NOMI HEALTH | SR. SOFTWARE ENGINEER
MARCH 2023 - PRESENT | AUSTIN, TEXAS
- Migrated frontend REST API calls to GraphQL using Apollo Client
- Implemented bugfixes and features in React/TypeScript code base
- Co-architecting new frontend codebase

ALEGION | SR. FULL-STACK SOFTWARE ENGINEER
SEPTEMBER 2020 - DECEMBER 2022 | AUSTIN, TEXAS
- Practiced TDD to deliver features and bugfixes for several code bases across the stack
- Added larger features to a complex React app, refactoring to a clean component-based architecture
- Consistently delivered smaller PRs with commits that contain what the message says
- Worked with advanced React features to ensure app performance and understandability of code
- Leveraged frontend tools, like: Webpack, Redux, Redux-Saga, Immer, Enzyme, React Testing Library, React Test Renderer, Jest, Storybook, Prettier, PixiJS
- Contributed greatly to a Python tool which ensured video file integrity using ffmpeg
- Promptly performed on-call duties, leveraging DataDog logs and FullStory session playbacks to triage
- Worked on Node.js backend which integrated with an ML model to run object inferences on image data
- Modified complex Java Spring Rest API backends and their PostgreSQL database schemas
- Performed troubleshooting and fixes in response to security scan results on front- and back-end codebases
- Spoke up in feature planning and architecture discussions to drive best outcome
- Refined UX of features by spurring team discussions and always asking for designer input
- Gave video demonstrations of bugs I discovered to the team PM to prioritize
- Documented feature details and usage in Confluence
- Gave feature demos internally to drive familiarity of product
- Mentored a junior developer by conducting 1on1 meetings and pair programming on features

VMWARE PIVOTAL LABS | FULL-STACK SOFTWARE ENGINEER
JANUARY 2020 - JUNE 2020 | BERLIN, GERMANY
- (Continuation of Pivotal Labs job, Pivotal Software was acquired by VMware)
- Developed a cross-platform mobile application using Flutter
- Provided expertise in native iOS development to enable specific functionality and ensure security
- Created a Java Spring REST API backend which performed user login and CRUD operations
- Performed the ‚anchor' engineer role, being the technical point of contact both internally and externally
- Led technical discussions during initial phase of project to discover how the client's systems operate
- Led retrospective meetings that synthesized out action items to drive improvement of team processes

PIVOTAL LABS | FULL-STACK SOFTWARE ENGINEER
FEBRUARY 2016 - JANUARY 2020 | TOKYO, JAPAN
- Developed and released iOS, Android, React and Angular apps with clients (notable clients were: Ford, Indeed, Yahoo! Japan, All Nippon Airways, and Japan Railways)
- Developed and deployed REST API servers using Java Spring
- Updated schema and performed migrations of relational databases
- Tested, modified, and improved legacy code
- Consistently applied SOLID principles and refactoring to write clean, maintainable production code
- Practiced TDD on all production code and maintained test suites that gave confidence
- Stood up CI/CD tools to ensure prompt deployments of working software
- Co-led multi-day workshops teaching in-depth about extreme programming in Japanese and English

NANA MUSIC | IOS DEVELOPER
DECEMBER 2014 - JANUARY 2016 | TOKYO, JAPAN
- Developed features and fixed bugs in a Swift/Objective-C code base for the nana music iOS app
- Utilized functional programming with ReactiveCocoa to write highly-cohesive code
- Leveraged auto-layout to ensure the nana music app displayed beautifully on all iOS devices
- Coordinated with back-end engineers and design in Japanese to ensure smooth feature delivery
- Raised code quality of the team by conducting code reviews

NTT COMMUNICATIONS | CLOUD SERVICES QUALITY ASSURANCE TEAM MEMBER
APRIL 2013 - DECEMBER 2014 | TOKYO, JAPAN
- Gathered and reported details on incidents affecting private-cloud deployments
- Improved incident prevention procedures by doing root-cause analysis and following-up on remediations
- Built and maintained an internal SharePoint site for information sharing
- Led teleconferences with foreign affiliate employees while conducting Japanese-English interpretation
- Translated official business documents from Japanese to English

GRAHAM BROTHERS ENTERTAINMENT | IOS DEVELOPER
JANUARY 2013 - MARCH 2013 | MIDLAND, TEXAS
- Developed True Sound, a proof-of-concept iOS app which would allow a musician to separately control the output volume in decibels of each instrument in their in-ear mix
- Researched sound wave theory to discover possible ways to limit output volume to a certain decibel level
- Utilized low-level C APIs in iOS (CoreAudio) for sound processing
- Delivered an app that allowed two separate audio signals to be limited to a certain decibel level

AMAZON | SOFTWARE DEVELOPMENT ENGINEER INTERN
MAY 2012 - AUGUST 2012 | SEATTLE, WASHINGTON
- Wrote Java code to extract diagnostic data for failed or stalled events in the Amazon financial system
- Relayed the diagnostic data to a Ruby on Rails app for display and further trouble-shooting
- Facilitated discussion within and between development teams to achieve our objective

Education at the University of Texas at Austin

BACHELOR OF SCIENCE IN COMPUTER SCIENCES

Algorithms and Data Structures	Automata Theory
Artificial Intelligence	Computer Networks
Computer Programming C++	Multivariable Calculus
Contemporary Issues in CS	Digital Logic Design
Programming Languages	Operating Systems

BACHELOR OF ARTS IN ASIAN CULTURES AND LANGUAGES (JAPANESE)

Study Abroad in Tokyo, Japan	Contemporary Readings in Japanese
Advanced Japanese Conversation	Politics in Japan
Business Japanese	History of Japan