

# Kyle Zinter

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## PROFESSIONAL SUMMARY

User-centric Software Engineer with over a decade of experience in full-stack development, cloud architecture, user experience, and software engineering leadership. Demonstrated expertise in creating robust, scalable software solutions and driving the full software development lifecycle for diverse industry leaders such as Microsoft and McGraw Hill. Skilled in conceptualizing and implementing cutting-edge features and integrations that enhance user experiences and operational efficiency. Adept in agile methodologies and multiple disciplines, I have a proven track record of steering projects from conception to deployment and operating, optimizing performance, and ensuring accessibility and usability across multiple platforms and devices.

## TECHNICAL SKILLS

### Programming Languages

JavaScript, Typescript, Node.js, HTML, SCSS, CSS, C#

### Database

PostgreSQL, MongoDB, MySQL, Prisma, Polyglot

### Frameworks/Tools

Vue, Nuxt, React, Redux, Ionic, RabbitMQ, Jest, Lighthouse, Puppeteer

### DevOps

AWS, Github Actions, Azure, DigitalOcean, Docker, Serverless, Monorepo

### Applications

Github, VS Code, Visual Studio, Slack, Teams, Bitbucket, Jira, Asana, Twilio, Stripe

### Design

Figma, Photoshop, Illustrator, Design Systems

## EXPERIENCE

### Luro

#### Senior Software Engineer

Jun 2022 – Present

- Collaborate closely with the founding team to envision and refine product concepts, helping in design, prioritization, and architecture decisions to bring [Luro](#) through early beta to public launch.
- Strategically design, implement, and maintain distributed cloud system architecture, focusing on optimal performance, scalability, and reliability.
- Spearhead the agile development of comprehensive full-stack features, from initial ideas to final delivery.
- Engineer and deploy numerous integrations with third-party user services, enhancing platform functionality and user experience.
- Design a sophisticated mono-repository structure to streamline workflows, fostering an enhanced developer experience through improved code manageability and collaboration.
- Tackle customer, memory, performance, UX, and integration issues, optimizing system performance and reducing latency to ensure a smooth user experience.

## McGraw Hill

### Senior Software Engineer

Feb 2020 – May 2022

- Collaborated across disciplines to design, build, and ship new cross device features for the [Actively Learn](#) platform meeting accessibility standards.
- Led cross-discipline team migration of Actively Learn to McGraw Hill environment and integration of initial services post acquisition.
- Helped to bring ideas and implement improvements in development experience and tooling within the team.
- Led application redesign to enable full functionality across all device sizes and improve performance, accessibility and SEO measures.

## Jackson Hole Wildlife Foundation

### Software Engineer

Oct 2018 – Present

- Designed, built, and launched the Nature Mapping platform across [iPhone](#), [Android](#), and [the web](#) for collecting, verifying, and managing citizen science wildlife observations in the greater Teton county area. Built with Serverless using AWS, Ionic, MongoDB, Node.js, GraphQL, Google APIs, and React.
- Collaborated with client and end-users to conceive, design and ship new features, enhancements, and process improvements saving users time and decreasing errors.
- Navigated the application store review protocols and managed the deployment pipeline to ensure timely and compliant delivery of updates and new features.
- Ran user research sessions to gain critical feedback and insights to help in the design and implementation of the platform.

## LaunchPlan

### Lead Software Engineer

Nov 2017 – Feb 2020

- Worked with the founder to rebuild, reimagine, and launch their SaaS product, an online platform to help you plan and launch a company. Currently in beta with paying customers at [launchplan.com](#).
- Designed scalable architecture and strong technical foundation to allow the company to grow into the future.
- Built frontend using React and Redux and influence from Material UI design patterns.
- Built backend API using Node.js, GraphQL, MongoDB.

## Holland America Line

### Software Engineer

Sept 2018 – July 2019

- Built and launched the company's first native mobile application, [Navigator](#), for both [iOS](#) and [Android](#). Improved the guest's experience before, while onboard a cruise, and after.
- Helped to define, manage, and implement coding standards across the development team.

## Microsoft

### Software Engineer

[Microsoft.com](#)

July 2014 – Oct 2016

- Developed marketing and exploratory experiences across [Microsoft.com](#) with broad global reach, while working closely with design and maintaining high standards for web best practices, accessibility, and user experience.
- Worked on a small team to design and build an MVP product to rethink the way people find time to meet up together, using Node, MongoDB, Azure, Twilio and Socket.io.
- Developed reusable web components and component APIs for adoption by other teams.
- Helped to grow our development team through hiring, mentorship and building out standards and best practices across teams.

Software Engineer  
Next Generation Volume Licensing  
July 2012 – July 2014

- Developed critical features for NGVL (Next Generation Volume Licensing) designed to process \$100 billion sales of hardware, online services, and traditional licenses, with 250,000 customers serviced by 2,000 global partners.
- Delivered critical features from frontend through middle-tier using ASP.NET MVC for complex forms with dynamic content, data verification, web best practices, accessibility, CSS animations, and multiple service integrations.
- Led organization in development and adoption of responsive web design, built and presented demos, educated team members, delivered responsive best practices web site, and developed responsive apps for multiple teams within the organization.
- Created and defined global web components, and best practices to be used by all developers across the entire org.

Technical Program Manager  
Global Strategic Initiatives  
January 2012 – July 2012

- Envisioned, designed, and managed delivery of game-based training to provide innovative experience to Microsoft's New Employee Onboarding process.
- Developed several data visualization prototypes including front-end, functional logic, and connections to live streaming data services.
- Developed UI and front-end features for WP Campus Experience application.

SDET  
Xbox, Living Room Experiences  
July 2011 – January 2012

- Performed testing of the Social Hub features for Xbox Dashboard update ("Madrid"), including planning, end-to-end testing, and supporting linguists for localization testing.
- Created first central portal to allow for easy access to red signed Xbox test applications and content to be used by testers across the ISS organization.

Program Manager  
First and Best/Channel Initiatives  
July 2010 – July 2011

- Investigated impact of cloud technologies on First and Best process, delivered documentation of gaps and solutions.
- Delivered new capabilities to provide accurate tracking of First and Best programs with increased BI abilities, including change tracking.
- Managed multiple project features and produced multiple functional specifications.

## EDUCATION

Northeastern University  
May 2010

B.S. in Business Administration  
Concentration in Management Information Systems