# Kyle Cummings
## Senior Software Engineer

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**Profile**

Full-stack software engineer with over 20 years of professional experience developing award-winning websites, mobile applications, and interactive installations.

**Awards**

**Awwwards: *12***
- 1 Site of the Month
- 2 Developer Awards
- 4 Site of the Day
- 5 Honorable Mentions

**Webby Awards: *5***
- 1 People's Voice
- 4 Honoree

**W3 Awards: *5***
- 2 Gold
- 3 Silver

*3* **FWA Awards:** Site of the Day
*2* **CSS Design Awards**: Site of the Day

*2* **Silver Cannes Cyber Lions**
*1* **National Silver Addy**

**Experience**

### Independent Contractor / Sr. Software Engineer
2001 - Present // Remote

**Maverik**
2023 - Present // Salt Lake City, UT / Remote

- Ported and re-built an existing Cordova mobile app in Dart / Flutter from the ground up using a Clean Architecture approach while implementing a completely redesigned UI style and layout
- Solved and streamlined a complex payment flow issue and eliminated the need for a third-party native interface and code library
- Coded an HTTP server in Node.js and Dart to locally replicate the client's API server allowing for rapid offline app development and substantially increasing productivity

**Super Top Secret / Riot Games**
2016 - 2017 // Salt Lake City, UT / Los Angeles, CA

- Developed a 3D interactive javascript module using Three.js, particle systems, and custom GLSL shaders for the official League of Legends website

**Cypher Genomics**
2013 // La Jolla, CA

- Architected and coded a HIPAA-compliant content and user management system
- Developed a cross-platform desktop application allowing authorized users to securely compress, encrypt, and upload large genome sequence data files for laboratory analysis

**University of California**
2006 // Irvine, CA

- Developed and programmed an automated IMAP-based SMS / mobile text messaging system
- Interfaced live data from a fleet of custom-built air quality sensors through cellular networks to communicate results via automated SMS messages

**Thinkingbox (formerly Welikesmall) /** Sr. Software Engineer
Oct 2013 - Jan 2024 // Salt Lake City, UT / Remote

**Nespresso**
2023 // Salt Lake City, UT

○ Developed an interactive augmented/mixed reality mobile web app using javascript, Three.js, and 8thWall

○ Implemented custom ground plane tracking utilizing the mobile device camera, accelerometer, and orientation sensors to interact with animated 3D models

**Labour / Delta**
2023 // Toronto, ON, CA

○ Architected, coded, and distributed an ad-hoc iOS / iPad kiosk application

○ Created an interactive soundbooth game experience utilizing iPad microphone and audio hardware

**Lifevantage**
2020 - 2023 // Salt Lake City, UT

○ Refactored, optimized, and built additional features for a cross-platform Xamarin mobile app developed in C#. Drastically improved startup and load times, usability, and overall performance

○ Ported the existing Xamarin mobile app to Dart / Flutter. Re-built from the ground up using a Clean Architecture approach while simultaneously implementing a complete UI style and layout redesign

**Happy Egg**
2020 // Salt Lake City, UT

○ Assisted in architecting and developing an award-winning responsive website built with javascript and Vue

○ Awarded a W3 Gold, Site of the Day by Awwwards, FWA, and CSS Design Awards, and a Webby Honoree

**Oculus / Facebook**
2018 - 2019 // Menlo Park, CA / Salt Lake City, UT

○ Developed an interactive training portal for Oculus VR headsets in React / javascript deployed to Facebook's internal software platform

**Adobe (Mobile Study)**
2018 // Salt Lake City, UT

○ Developed an interactive desktop and mobile web application in Vue to compliment and personalize Adobe's case study on the maturity of mobile devices and the future of mobile web experiences

○ Awarded Site of the Day and a Developer award by Awwwards and a Webby Honoree for Best Visual Design

**Travel Oregon**
2017 - 2018 // Salt Lake City, UT

○ Architected and developed an interactive 360° web video player capable of playback in mobile browsers, one of the first of its kind at the time. Written in webpack, Vue, and Three.js

○ Coded a complex shell application to automate encoding and compressing large 360° video files and exporting it in various sizes, qualities, and formats compatible with HLS and Dash streaming services

○ Awarded a Webby Honoree and Honorable Mention by Awwwards

**Twitter**

2016 // Salt Lake City, UT / Cannes, France

- ○ Developed and distributed an ad-hoc iPad application, written in Swift and Vue, letting users interactively preview Twitter's newest unreleased features
- ○ Implemented layers of failure detection allowing the application to restart or the device to reboot automatically if a number of issues occurred
- ○ Distributed the application to a fleet of 20 iPads displayed at the 63rd Cannes Lions International Festival of Creativity

**Reebok**

2015 - 2016 // Salt Lake City, UT

- ○ Developed an award-winning interactive microsite using javascript, Three.js, and custom GLSL shaders
- ○ Awarded: National Silver Addy, 2 SIlver Cannes Cyber Lions, W3 Silver, Site of the Day and Site of the Month by Awwwards, and FWA Site of the Day

**Jordan / Nike**

2015 - 2016 // Salt Lake City, UT / New Orleans, LA

- ○ Worked with Jeffrey Jordan to create a live, multi-location, interactive social media digital display during the 2016 NBA All-Star weekend in New Orleans, LA
- ○ Developed an automated social media hashtag scraper and custom content management system with a manual approval screening process
- ○ Configured and deployed a fleet of mac-mini computers with multiple layers of failure protection and reboot automation to 5 locations across the country

**Lucid Fusion /** Sr. Web Developer

Nov 2006 - Dec 2012 // Irvine, CA

- ○ Developed numerous websites, interactive applications, and content management systems for clients such as Matthew McConaughey, Landon Donovan, Sage Software, BlackBerry, Arnette, Seiko, and more
- ○ Consolidated and migrated 15 dedicated servers hosting over 30 websites and databases to a single cloud-hosted rackspace environment VPS
- ○ Awarded a gold and silver W3 award in 2009 and a Webby Honoree Award in 2008

**Education**

**Art Institute of California - Orange County /** Bachelor of Science

2004 - 2006 // Santa Ana, CA

- ○ Graduated with a BSc. degree in Interactive Media Design and I.T.
- ○ Achieved Dean's Honors with a cumulative GPA of 3.7

**Rochester Institute of Technology** / Information Technology

2002 - 2004 // Rochester, NY

- ○ Completed 60 credits toward Bachelor of Science in Information Technology
- ○ Achieved Dean's list and honor roll with a cumulative GPA of 3.76