Kyle Karpack

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SKILLS

Languages: JavaScript, TypeScript, C#, CSS, HTML, SQL, and familiarity with Go and Rust
Platforms: React, Angular, NodeJS, Remix, NextJS, Gatsby, .NET, Azure, AWS, Ionic, GraphQL, ElasticSearch
Tooling: Webpack & other bunders, Jest, Testing Library, Cypress, Git, Jira, CI/CD, Photoshop

PROFESSIONAL EXPERIENCE

Adobe, Seattle, WA

Lead Software Engineer   July 2023 - Present

Overseeing various business-critical initiatives in Adobe's Digital Experience division, including:

- Driving the completion of new products and services through the entire development lifecycle
- Proposing, designing, and building new platforms including an Adobe-wide business intelligence architecture
- Mentoring other engineers, particularly in user-focused design and the adoption of new tooling

Senior Front-End Engineer II   July 2021 - June 2023

- Onboarded and integrated the Marketo Measure product with the broader Adobe ecosystem
- Led the effort to migrate development to React/GraphQL while adding new features, optimizing builds, and implementing broad code quality, test coverage, and performance standards
- Managed the UI roadmap, including proposing, planning, directing, and implementing all major UI projects

Senior Front-End Engineer I   October 2019 - June 2021

- Drove localization, accessibility, performance, and other UX improvement projects and large-scale bug fixes
- Implemented monitoring and ensured resilience and SLA compliance of all UI application services

Net-Inspect, Kirkland, WA

Lead Front-End Engineer   August 2018 - August 2019

Led a team of developers building the leading SaaS application for manufacturing quality management. Accomplishments include:

- Completed and launched of a full rewrite of the application in Angular
- Held responsibility for architectural decisions, sprint planning, mentoring junior developers, and interviewing candidates
- Implemented regular code reviews, code quality standards, automated testing, extensive documentation, and performance budgets to reduce bugs and improve developer productivity
- Migrated to Microsoft Azure to reduce costs and provide scalability

Software Engineer   March 2013 - July 2018

- Implemented a modern development system including SCSS, Webpack, TypeScript, and continuous integration
- Designed and built a robust set of reusable interface components
- Designed and developed innovative new data visualization products including capability scoring, supply chain risk mapping, and electronic source inspection

EDUCATION

University of Washington, Seattle, WA

B.S.E., Human-Centered Design and Engineering

Bachelor's of Science in Engineering with a focus in Human-Computer Interaction