Kyle Warren
Software Guy
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Skills

Web Development: I've built websites in LAMP, Ruby on Rails, Django, and Express. I currently prefer React, TypeScript, and Deno.

Hobby Engineering: I like to build toys in WebGL, Shaders, and WebAudio. I'm currently bouncing between Rust and Unity.

Other Stuff: I'm really into beaches, synthesizers, live music playing and seeing, running, bicycle tuning, reading, writing, pop/junk culture, and science education.

Professional Experience

Substack: Software Engineer   San Francisco, CA   February 2022 to Present
Responsible for reader webapp surfaces like https://substack.com/home and https://substack.com/chat. Created various iOS features such as the home screen and side navigation. Worked with the design team to codify and build a design system in code that is now used by the entire company.

Sense: Head of UI Development   San Francisco, CA   February 2015 to May 2021
First engineering hire. Developed the React frontend for a suite of applications sold to staffing and recruiting agencies. Built up a team of 5 FE engineers and managed their day-to-day work. Company grew from 4 to 100 people.

Freelance: Engineer (UI)   San Francisco, CA   February 2015 to October 2016
Built two custom large-scale touch screen kiosk applications for **Obscura Digital** using WebGL and custom shaders. Designed and built the website for the **30 Days, 30 Songs** project with Dave Eggers and Zeitgeist Management.

Mixpanel: Product Engineer (Full-stack)   San Francisco, CA   August 2013 to February 2015
Used Python, JavaScript, C, C++, and Objective-C to create and maintain high-throughput, scalable analytics products and libraries as well as managing deployment processes and ensuring code quality among team members.

Timehop: Engineer (Full-stack)   New York, NY   April 2012 to December 2012
As a first-hire engineer, used test-driven development to enhance the original, daily email client; build an sms uploader for Android and iOS; and create a fully functional, social site. Team hired two more engineers, decided to scrap the site, and instead build a social iOS app (Timehop in the App Store). Left after the app's completion to pursue personal projects.

Zynga: Senior Software Engineer (UI)   San Francisco, CA   May 2009 to April 2012
Worked as the main developer for Zynga's first destination site, YoVille.com. Created and designed major features and added content in the LAMP stack to the site that drove usage from 10,000 to 300,000 daily active users making it one of the biggest FB Connect sites on the web. Eventually managed a 3-person engineering team. Final year was spent rapidly building HTML client features for Words with Friends.

Go Vote Absentee: Engineer   New York, NY   June to November 2008
Created a website (in preparation for 2008 election) that facilitated the acquisition of absentee ballots in all 50 states by compiling districts, zip codes, and state request forms. Application enabled the user to type in his or her zip code and receive a printable form, along with the appropriate mailing address of the county clerk.

Education

Brown University   Providence, RI   Graduated 2008
Bachelor of Arts in Computer Science. Coursework included Graphics, Computational Complexity, and Advanced Algorithms.