
KYLE JENSEN

Chicago, IL kyjen02@gmail.com

PROFILE

Self-taught full-stack software engineer with six years of entrepreneurial experience leading teams, building products, and scaling companies.

EXPERIENCE

SENIOR SOFTWARE ENGINEER, THE WASHINGTON POST; CHICAGO, IL – 2020-PRESENT

- Drive full-stack & product development and designed technical architectures across multiple internal and client-facing products
- Develop experimental tools to test new product strategies focused on increasing revenue and improving customer retention
- Mentor a team of eight mid- and senior-level developers while leading multiple product improvement and scale-focused initiatives

FRONT-END TECH LEAD, NOKEN; NEW YORK, NY – 2018-2020

- Managed an agile sprint-focused team of five full-stack engineers and designers
- Architected and created scalable end-to-end systems to handle deployment, dev ops, QA, and customer needs
- Led business-focused initiatives in collaboration with the marketing and product departments that resulted in a 200 percent increase in funnel conversions, a 40 percent decrease in CAC, and lean strategies for company, team, and product growth at scale

FULL-STACK ENGINEER, BEYOND; NEW YORK, NY – 2015-2017

- Acted as a technology lead and creative technologist across multiple projects for clients such as Google, The New York Academy of Science, Novartis, and Shutterstock
- Managed client-relationships and aided in creating embedded development and design teams within Google's NY and SF offices
- Collaborated with key stakeholders and project managers on product launches, team structure, and product ideation

ADDITIONAL INTERESTS

- **Emerging Leaders Council Member.** Associate board member with Chicago Commons, a non-profit organization that provides high quality early childhood education, family-centered adult education, and senior services to more than 3,000 individuals annually
- **Algorithmic Trading.** Leverage machine learning to build proprietary trading algorithms
- **Video Game Development.** Design and create cross-platform video games

SKILLS

Front-end development, Back-end development, Product Development, Project Management, Node, React/Redux, Docker, GraphQL, Python, Go, MySQL/PostgreSQL, Git, Photoshop, Sketch, Cloud Computing (AWS, Google App Engine), CI/CD tools (Jenkins, Travis CI, Circle CI, AWS), C#, Unity, Unreal, Video Game Development, AR/VR, Quantitative/Algorithmic Trading, Quantitative Analysis