

Andrew Kil

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Education

Pursuit

Full Stack Web Development

October 2018 - July 2019

Intensive 10 month Google-funded software engineering fellowship with a 9% acceptance rate

Skills

JavaScript

TypeScript

HTML

CSS

SASS/SCSS

Tailwind CSS

Bootstrap

React

Redux

Angular

Cypress

Jest

Node.js

PostgreSQL

SQL

Firebase

REST API

Git

Figma

Experience

Vivian Health | Software Engineer | Remote

January 2022 - Present

- Develop, maintain, and test reusable UI components focusing on accessibility, responsive design, and performance
- Create and optimize end-to-end automation tests using Cypress

Good Sam (Camping World) | Digital Developer | Remote

April 2021 - November 2021 (*acquired Nomad Reservations in April 2021*)

- Created an importing tool to automate the process of onboarding new campgrounds by processing CSV files and running jobs
- Collaborated with a team of developers, QA, and PM to create solutions in an Agile way leveraging the use of tools such as GitHub and Jira

Nomad Reservations | Software Engineer | Remote

October 2020 - April 2021 (*acquired by Good Sam in April 2021*)

- Created user-friendly components for the POS in addition to writing automated tests using Cypress
- Debugged issues, tested code, and optimized applications for speed and scalability

WorkSchool | Software Engineer Intern | Remote

August 2020 - October 2020

- Updated and redesigned the previous website by creating various user-facing components for the WorkSchool website, improving Google Lighthouse report scores for performance, accessibility, best practices, and SEO
- Responsible for maintaining and supporting the software across the codebase

Projects

Save a Plate | [Live](#) | [GitHub](#)

Full stack web application that was created to reduce food waste and hunger in New York City

- Implemented the frontend using React, Redux, and Material UI
- Created a RESTful API using Node.js, Express, PostgreSQL, and SQL to store vendor and client information and process queries

Connect Four | [Live](#) | [GitHub](#)

Two players take turns dropping tokens into columns where the first person to get four in a row (*horizontally, vertically, or diagonally*) wins

- Built using React, Redux, Bootstrap and CSS modules
- Utilized Jest to test the win condition logic for the Redux reducers