KENNETH WANG

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PROFESSIONAL EXPERIENCE

Neptune Financial Inc. ("NepFin")   **San Francisco, CA**
Sr. Software Engineer   2019 – Present
Software Engineer   2017 – 2019

NepFin is a next-generation financial services company whose commercial lending platform provides growth capital to mid-sized American businesses. Investors include Third Point Ventures and Sands Capital.

- Lead engineer for Sonar: a data aggregation, querying, and analytics product that lists financial institutions and contacts. Led a team of four engineers to design and implement a distributed systems architecture that handles large-scale web scraping and data pipelining. Integrated with machine learning tech to resolve entity resolution, and to transform unstructured data into structured data. Architected and built a frontend data querying UI for end users.
- Lead engineer for Watcher: application that tracks content change in websites, and alerts subscribed users of said change. Engineered a serverless backend architecture that leverages AWS Lambda, and developed a frontend interface that displays content diffs both in text and image form.
- Main technologies used: Python, Flask, SQLAlchemy, PostgreSQL, JavaScript, Node, Vue.

Klei Entertainment Inc.   **Vancouver, BC**
Frontend Engineer   2016 – 2017

Klei Entertainment is a Vancouver based independent games studio best known for the games "Don't Starve" and "Oxygen Not Included"

- Designed and developed an interactive online leaderboard with React. It connects and fully integrates with the game client through its API.
- Developed a JavaScript frontend framework for internationalization and multi-language support for Klei's websites.

KenDevDesigns LLC   **Seattle, WA**
Sole Proprietor   2013 – 2017

KenDevDesigns is a personal web design & development studio I founded for my freelance work.

- I provided web solutions to over 25 organizations, ranging from small startups to large corporations. Involves design, development, project management, and consultation. A selection of my work can be viewed at my web portfolio found here: http:/kendevdesigns.com/portfolio.

PROJECTS

KZ-Climb (2014 – 2017). I am the creator of KZ-Climb, a popular custom game mode for the game *Counter-Strike: Global Offensive* that revolves around clearing obstacle courses. I led a team of six volunteers to create the core game build as well as its web portal. The game mode soared in popularity after it was covered by gaming magazine PCGamer, and its player count peaked at >10,000 active daily players.

Typography Handbook (2016). I authored and published Typography Handbook, a modern guide on typographic best practices. The handbook has been referenced by countless professionals, and remains a top Google search result for the keywords "typography guide" or "typography best practices".

SPAC Data (2021). Independently founded, developed, and deployed SPAC Data, a pricing tracker for "special purpose acquisition companies" (SPACs). Data is collected by leveraging AWS's Lambda to parse the SEC for new SPAC companies and then querying Polygon's API for pricing data. The frontend is powered by Next.js optimized with Incremental Static Regeneration, and integrates with Auth0, Stripe, and MailGun to provide a premium email alerts service.

SKILLS & INTERESTS

Skills – Java, Python, Flask, PHP, JavaScript (ES6), TypeScript, React, Next.js, Redux, Vue, VueX, Nuxt.js, Node, Express, Webpack, AWS (EC2, S3, Lambda), ORM, SQLAlchemy, MongoDB, PostgreSQL, MySQL, Apache, nginx
Interests – Typography, Photoshop, digital painting, design, workflow optimization, game development