

KEVIN AFABLE

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Skills

Javascript, Node, React, Python, HTML5, CSS3, GraphQL, Gatsby, Postgres, Django, SQL

Projects

Mission Control – Full Stack Developer

A program management SaaS dashboard for product managers to handle multiple products developed by multiple project teams. Targeted towards programs with a lot of turnover using Agile sprint methodology, currently in active production and development by the Labs program managers at Lambda School.

Built using: React, URQL, GraphQL, Apollo Server, Prisma, Postgres, Docker, Okta, AWS

[Frontend](#) ♦ [Backend](#) ♦ [Showcase](#)

- Organized a team of 6 in daily stand-ups that included stakeholder communication and feature implementations
- Designed and implemented GraphQL schema and PG schema on a people, product, project role model
- Designed a stateful higher order text editor React component to handle post mutations
- Implemented Docker containerization of the app with deployments to AWS EC2, DynamoDB, and DockerHub

Resumeker – Team Lead / Full Stack Developer

Resume workshop that helps you tailor your resume to a given role.

Built using: React, Redux, Apollo Client, GraphQL, Apollo Server, Postgres, Auth0

[Frontend](#) ♦ [Backend](#)

- Designed and implemented GraphQL schema and PG schema to handle relevant queries to resume generation
- Built a protected GraphQL API with social logins using Auth0's SDK per OpenID spec and PKCE authorization code flow

Pic Metric – Backend API Developer

Image analytics app that provides object analysis for an image with a % confidence level.

Built using: Node, Express, Knex, React, Redux, MaterialUI, Postgres, S3, ResNe50t

[Backend](#)

- Developed REST API to handle CRUD operations and storage of processed images
- Maintained several versions of the API in conjunction with evolving features from the data science API
- Self-contained developer managing the backend API in conjunction with data scientists

Feed the Beast: Interactions – Lead Modpack Developer

Technology and magic Minecraft modpack with hundreds of hours of additional modded content.

Built using: Zenscript (custom Minecraft scripting language), Java

[Download at CurseForge](#)

- Integrated over 200 independently developed plugins that expanded, improved, and replaced original content
- Managed a public issue tracker (over 25 issues/week) on GitHub with project milestones and bugfixes
- Evaluated proprietary assets such as artwork, music and custom mods for the pack

Relevant Experience

Lambda School

Team Lead

Remote

Feb 2020 - Present

- Remotely lead 2 teams concurrently totaling 15 students through full product development lifecycle over 16-week project unit, including feature releases, debugging, code reviews, and stakeholder management
- Coach students on how to present their final project via remote showcase, giving feedback on clear communication, story-telling, and fielding questions
- Leading two additional teams beyond original team to help them catch up on lagging feature releases

Feed the Beast

Modpack Developer

Remote

Jul 2018 - Present

- Developed and maintained documentation, prototyping goals, and communication plans in collaboration with other production team members
- Wrote scripts that altered game mechanics, difficulty progression and integrated multiple software plugins
- Worked with developers to make create or expand existing API's to enhance modpack customization

Education

Lambda School – Web Development / Labs / Computer Science

Remote | Jul 2019 – May 2020

Northeastern University – B.S. in Business Administration

Boston, MA | May 2013