

JOEL KINMAN

Creative problem solver who loves to make cool sh*t. Almost two decades of engineering experience. I leverage agentic code generation to ship faster while minimizing cognitive debt.

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SUMMARY

Twenty years of building things people actually use. Game dev origins, shipped AAA console titles (and the tools and pipelines to power them) at Disney and Radical, then pivoted to full stack product development. Now I design scalable systems, lead frontend architecture, and integrate AI into production workflows. Whatever the stack, end to end.

CORE STRENGTHS

Senior engineering judgment in AI-assisted development

Speed never comes at the cost of maintainability

Senior Frontend Engineer (10+ years)

React, Next.js, TypeScript, Vue, and modern JavaScript ecosystems

Creative problem solver

Delivering unique technical solutions for complex business challenges

Full-stack cloud experience

AWS, GCP, Kubernetes, Docker, and hybrid on-premise deployments

Agentic AI integration specialist

LLM-powered workflows, autonomous systems, and AI-native product features

System architecture and data design

Scalable infrastructure, ETL pipelines, and cloud-native solutions

Design-conscious developer

Strong visual taste, UX sensibility, and attention to product polish

EXPERIENCE

Highspot

Apr 2023 - Current

Senior Full Stack

Senior engineer at Highspot, a leader in the revenue enablement space. Worked across multiple teams adding new modules and services while stabilizing the platform. Delivered LLM-enabled content generation and AI-powered features in production Ruby and React systems.

Ruby React LLM integrations

Delivered LLM-enabled content generation capabilities in production platform workflows.

Angry Mob

Current - Current

Founder / Principal Consultant

Personal consulting agency and one-man development studio delivering web, UI, hybrid app, automation, and cloud-based solutions across diverse client projects.

React Next.js Node TypeScript Hybrid Mobile UI Consulting Automation GCP

Delivered consulting and implementation across web products, UX-focused interfaces, and hybrid app initiatives. Built automation-forward, cloud-based solutions for projects spanning multiple tech stacks and delivery models.

Article

Jun 2021 - Aug 2022

Senior Frontend Developer

Built automated design-to-code pipelines. Created a Figma-to-code ETL system that exported design tokens and components into multiple themes and TypeScript plugins, eliminating the design-to-code bottleneck for multiple frontend teams.

Node TypeScript Vue Nuxt AWS Storybook Figma ETL

Built automated ETL pipeline reading Figma exports and generating themed TypeScript plugins. Eliminated design-to-code bottleneck by enabling multiple FE teams to consume design resources automatically. Created multi-theme component system used by 10+ internal applications.

Appnovation

Jan 2020 - Jun 2021

Lead Frontend Developer / Client Consultant

Lead frontend developer and client consultant delivering enterprise web applications across government, tourism, and technology sectors. Led development of COVID-19 healthcare workforce tracking system deployed to four Canadian provinces. Specialized in headless CMS architectures and ETL pipelines for static site generation from Contentful and Drupal.

React Next.js TypeScript Node Python GCP Contentful Firebase

Led frontend development and deployment of COVID-19 healthcare workforce tracking system to four Canadian provinces. Architected microsite generation platform for Visit California enabling thousands of business sites. Built cutting-edge frontend ETL systems for static content generation from headless CMS platforms (Contentful, Drupal).

1Qbit

Jan 2019 - Jan 2020

Lead Programmer

Lead programmer on the web development team, building a quantum compute time-sharing portal for operational researchers. Architected content-driven documentation systems and resource management interfaces.

React Python Flask Kubernetes Docker AWS Contentful

Led development of web portal enabling time-sharing access to quantum computing resources. Built content management and documentation platform for research workflows.

Vanbex / EtherParty

Oct 2017 - Jan 2019

Senior React Developer

Frontend lead for blockchain product experiences and token-launch platform tooling.

React Next.js RxJS Go Kubernetes WebGL Ethereum Web3

Delivered React platform for NFT and smart contract creation workflows.

Built 3D blockchain inspection experience in the browser.

iQmetrix

Jan 2016 - Oct 2017

Senior Developer (Full Stack / Mobile / React)

Senior developer on R&D team delivering rapid product architecture and implementation.

TypeScript JavaScript React Angular Node Express .NET MongoDB

Built analytics dashboard platform across desktop, mobile, and services.

Created project management and payment product prototypes.

Delivered conversational chatbot integrations for Slack and Facebook.

Railway Labs

Oct 2013 - Oct 2015

Senior Consultant (Pre-Sales / Full Stack / Mobile)

Swiss-army-knife consultant across pre-sales, client delivery, and hands-on full-stack product implementation.

Angular TypeScript JavaScript Node PHP PhoneGap Hybrid Mobile iOS

Partnered in pre-sales and client-facing technical discovery to shape scope, architecture, and delivery plans.

Built mobile and hybrid applications for iOS and Android for enterprise and product clients.

Delivered full-stack applications and integrations using Node, JavaScript, and PHP across multiple engagements.

Recon Instruments

Dec 2011 - Oct 2013

Senior Engineer / System Architect

Architected the Engage platform connecting wearable ski hardware to the web via USB. Enabled firmware updates, data downloads, and social sharing of ski runs. Led from inception through Intel acquisition.

JavaScript Backbone Node CakePHP Java C++ MySQL PostgreSQL

Architected and delivered the Engage platform, a full-stack system connecting web applications to wearable hardware devices via USB.

Built firmware update and data download pipelines between web dashboard and embedded devices over USB connection.

Developed browser-based tooling and APIs for device management, telemetry ingestion, and firmware deployment.

Responsys

Nov 2008 - May 2011

Technical Consultant

Delivered integration architecture and high-scale communication workflows for enterprise clients.

Shell SQL REST APIs

Built high-volume email programs generating millions of personalized messages daily.

VideoClix

2007 - 2007

Senior Programmer

Built web SDK and content creation tooling for proprietary media workflows.

ActionScript 3

Built timeline-based animation tooling and embeddable player plugin.

Radical Games

2002 - 2007

Lead Programmer / Tools Programmer

Developed console and PC games across lead and tools roles. Contributed to licensed titles generating over 6.6 million in revenue and 1.6 million units sold globally.

C++ Qt Lua OpenGL GLSL MEL ExtendScript

Shipped 7 major titles including CSI series (1.6M+ units sold) and Scarface: The World Is Yours.

Built production asset pipelines and DCC plugins.

Disney Interactive

2000 - 2002

Programmer

Gameplay, tools, and pipeline programmer.

C++ Game development pipelines

Contributed to shipping 12 software titles.