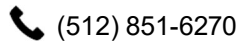


Kyle Simpson

Austin, TX (and remote)



Passionate Software Engineer tackling challenges at the intersection of technology and human experience, seeking Principal+ IC roles focused on deep technical problem-solving and fostering engineering culture.

Lead: Developer Ecosystems

Source, Inc.

Jan 2025 - May 2026

- Contributed to Source's product and market strategy by helping shape the company's pivot from "local-first" to "edge-first" positioning, drafting the Edge-First Manifesto and refining website copy to define a new developer infrastructure segment.
- Developed cross-language demos and applications in Go, Rust, and JavaScript to showcase DefraDB's embedded and peer-to-peer database capabilities.
- Served on the Developer Experience team as a primary external-developer proxy for DefraDB, validating APIs through real-world application development while uncovering critical bugs and guiding improvements to onboarding, query workflows, developer ergonomics, and platform reliability.
- Architected an extensible GraphQL query-builder DSL with optional DefraDB-specific plugins, covering query composition, execution, and transaction-management abstractions.
- Planned a distributed identity wallet system using DefraDB as the underlying peer-to-peer data layer, supporting decentralized identity and data ownership use cases.

Principal Software Engineer, Co-Founder

Vella.ai

Feb 2024 - July 2024

- Designed and built local-first, passkey-based identity system, with client-side encrypted data storage
- Managed Cloudflare website deployments built with Astro (React + Vue), with Supabase data storage
- DevRel: 8+ meetup talks, podcast appearances, open-source projects
- Skills: Start-up Leadership, JS, React, Vue, Astro

Principal Software Engineer

Socket Supply Co.

Jan 2023 - Oct 2023

- Implemented E2E encryption scheme for P2P protocol
- DevRel: 15+ podcast appearances, conference talks, blog posts
- Built 2 demo apps on Socket runtime, using React/Redwood
- Skills: JS, React, Encryption

Distinguished Engineer

MURAL

Jan 2021 - May 2022

- Technical Architect for 2 engineering teams
- Designed 5 technical interview/onboarding program modules
- Delivered 3 quarterly technical workshops
- Implemented 4 engineering culture programs (office hours, mentorship, information sharing)
- Co-organized company-sponsored MURAL Motion conference with 100+ external attendees

Head of Curriculum

MakerSquare *Jul 2015 - Jul 2016*

- Authored and managed JS bootcamp curriculum for 4 campuses
- Mentored and oversaw 10 technical educators

Software Engineer - DevTools

Mozilla (Firefox) *Apr 2011 - Oct 2011*

- Designed and built 3 developer-tools for Mozilla Firefox
- DevRel: engaging developers at conferences and meetups, around dev tools ideas and feedback

User Experience Architect

PointServe *Jun 2007 - Jan 2009*

- UI/UX design for 20+ enterprise features
- Prototyping (HTML, CSS, JS, and Flash)
- Conducted 15+ usability testing sessions
- Designed 100+ test plans for QA

Sr. Presentation Layer Developer

Avenue A | Razorfish *Jul 2006 - Jun 2007*

Lead 6 major client projects:

- Southwest Airlines (southwest.com)
- HEB Grocery (hebuddy.com)
- JiffyLube (jiffylube.com)
- AT&T U-Verse, Nokia, Dell

Education

★ **Texas State University**
B.S. Computer Science

Skills

JavaScript (JS), React, Node.js, Functional Programming (FP), GraphQL, Web Applications, User Interface, Open Source, Software Architecture, Technical Training