

## Paul Kinchla

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## Skill

I am a developer/designer well versed in responsive design. I am proficient in CSS, HTML, SCSS, JavaScript and TypeScript. I am framework agnostic with a strong focus on adhering to web standards. As an all-around creative problem solver, I am also experienced in Node scripting and tooling.

## Work

Software Engineer 2023-present

*Golden Hearts Games*

Built re-usable components in TypeScript, Angular and Storybook.  
[goldenheartsgames.com](http://goldenheartsgames.com)

Front-end Engineer 2021-2023

*Harvard Business Publishing*

Built design system components in TypeScript with a focus on web accessibility. Developed features for learning products.  
[harvardbusiness.org](http://harvardbusiness.org)

Senior Front-end Developer 2020-2021

*GBH*

Mentored front-end developers. Orchestrated team to work more efficiently with implementation of mocking content API's using JSON Schema. Guided best practices for writing front-end code and web accessibility.  
[gbh.org](http://gbh.org)

Front-end Engineer 2019-2020

*O'Reilly Media*

Executed front-end integration of Katacoda scenarios and Jupyter notebooks into O'Reilly's learning platform.  
[oreilly.com](http://oreilly.com)

Interactive Developer 2015-2016

*Neoscape*

Improved developer and user experience by advocating for transition to inline SVG for interactive architectural drawings.  
[neoscape.com](http://neoscape.com)

## Internship

Artist Assistant and Designer 2005

*Do While Studio*

Live Animal Center Intern 1999

*Museum of Science Boston*

## Education

Montserrat College of Art Graphic Design BFA

Middlesex Community College Liberal Arts