

KEVIN PATEL

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SUMMARY

Full-stack software engineer focused on product engineering: UI/UX design, frontend architecture, backend APIs, databases, and test coverage. Recent work includes building-controls estimating software, open-source web app contributions, dashboards, booking flows, and MCP tools for agent-assisted workflows.

EXPERIENCE

Software Engineer, Contract

Jan 2025 — Present

KPLABS

Brampton, ON

- Built estimating software for HTS, a commercial HVAC building-automation integrator, to assemble controls bids from labor, equipment, materials, exclusions, and proposals.
- Designed and built the estimator workspace around the bidding flow: searchable catalog, estimate editor, detail pane, exclusions, templates, and exports.
- Built and maintain the TanStack Start/React app with Drizzle/SQLite and better-auth, with Playwright coverage for auth, CRUD, drag-and-drop UI, persistence, exports, invites, and navigation.
- Built MCP tools so agents can create and inspect estimates through validated workflows.

Game Developer

Oct 2024 — Apr 2025

Authentic Learning Lab

Scarborough, ON

- Built the UI for navigating branching stories in a web-based classroom game played by 500+ students.
- Created 100+ character poses on a 6-person art team (Photoshop, Clip Studio Paint), delivering the game's visual assets.

Frontend Developer Intern

Oct 2021 — Mar 2022

MathMatize

Mississauga, ON

- Built the landing pages for MathMatize, an education platform used by 10,000+ students across hundreds of North American classrooms.
- Turned Figma designs into responsive HTML/CSS pages that work well on mobile and desktop.

PROJECTS

Storyteller | Next.js, TypeScript, Mantine

Nov 2025 — Mar 2026

- Landed 6 upstream merge requests in Storyteller, a 190+ star self-hosted Next.js app that syncs ebooks with audiobooks.
- Refactored Next.js routing so authenticated pages use a dashboard shell and login/setup stay separate.
- Wrote a typed GitLab GraphQL client for docs contributor credits, with paginated commit/member queries and bot filtering.
- Reviewed contributor merge requests and triaged user-reported issues around login, EPUB import, and transcription.

QuickDrawWeb | React, Bun, HTML-in-canvas, WebGPU

2026 — Present

- Built a timed gesture-drawing app that recreates Apple's Liquid Glass on the web with HTML-in-canvas/WebGPU.
- Built a GPU-backed zoom/pan viewer with spring physics, rubberbanding, and multi-touch support.
- Used Bun's native image API to make 4K drawing references load quickly without sending full-size files.

OmolonBAS | TanStack Start, React 19, PostgreSQL

2026 — Present

- Built a real-time operations console for building-automation stations with point browsing, trend charts, alarms, and override dashboards.
- Built live station updates over Server-Sent Events, backed by a PostgreSQL historian and background sync worker.

FlyNext | Next.js, TypeScript, Prisma, Docker

Feb 2025 — Apr 2025

- Primary individual contributor on FlyNext, an 8-week UofT travel-booking capstone that finished top 4 among 150+ teams and earned a 108% final grade.
- Built the full booking flow: JWT auth, flight search against third-party APIs, hotel management, notifications, and checkout through confirmation.

EDUCATION

University of Toronto Mississauga

Sep 2020 — Jun 2025

Honours BSc, Computer Science Specialist

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, SQL, Python, C

Frontend & UI: React, TanStack Start, Next.js, HTML/CSS, Tailwind, HTML-in-canvas, Figma

Backend & Data: Node.js, Bun, PostgreSQL, SQLite, Drizzle, Prisma, REST APIs, GraphQL, SSE

Testing & Tools: Playwright, Vitest, Docker, Git, Model Context Protocol (MCP)