

# Kim Horne

– National Capital Region – Canada

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Creative and team-focused developer and director of engineering with ~25 years of experience in software projects in a number of fields.

## Employment

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- Talentful** **Ottawa (remote)**  
*Software Developer – Java, GraphQL, AWS technologies, Linux, Bash* *June 2022–July 2023*  
Founding member of engineering team tasked with developing a product focused on improving the experience of hiring and being hired in the tech sector. In this role I participated in all phases of product development and implementation, authoring Java-based REST and Node-based GraphQL systems utilizing various AWS technologies such as Cognito, ECS, Lambda, SNS, SQS, DynamoDB, and CloudFormation.
- Momentive (formerly SurveyMonkey)** **Ottawa**  
*Senior Software Developer / Director – Python, PHP, Linux, Bash* *February 2018–June 2022*  
Senior software developer and later senior engineering manager for both Wufoo and SurveyMonkey Apply. In this role I maintained the existing Wufoo PHP platform while shepherding re-implementation and re-platforming efforts in Python. This effort utilized a number of technologies such as RabbitMQ, Celery, Mesos, Chronos, and Ansible.  
Soon after joining the Wufoo team I became engineering manager for backend and server side components of this product and later transitioned to engineering manager and then director for entire Wufoo product as well as the SurveyMonkey Apply product.
- Two Sigma Investments** **New York**  
*Software Developer, Vice President – Java, Linux, Bash, Angular* *January 2015–September 2017*  
Technical lead and developer for HR technology. In this role I implemented and maintained a number of custom full stack HR web applications utilizing Angular/Angular JS and Java. These applications were utilized not only by clients within our HR teams but more broadly by the entire company.  
Prior to my role in HR technology I developed and maintained collaboration and knowledge management tools utilized throughout the company such as wikis, forums, enterprise search, and internal social networking. In addition to my duties as a software developer I also participated extensively in our recruiting process (on average 3 interviews a week) and also travelled to industry recruiting events on behalf of Two Sigma.
- Accoustiguide Mobile (formally Tristan Interactive)** **Ottawa**  
*Software Developer, Contract – native Android and iOS* *March 2014–November 2014*  
Implemented features for a number of custom mobile applications on both Android and iOS targeting high profile fine art and historical institutions such as the Solomon R. Guggenheim Museum, the 9/11 Museum, and the Clark Gallery.
- Smarter Apps** **Ottawa**  
*Software Developer – Corona SDK, Lua, AWS, C++* *December 2011–January 2014*  
I implemented a cross platform physics-based game for iOS and Android (Little Generals.) I was responsible for many aspects of game implementation including gameplay, graphics, physics, user interface, content delivery, networking and multiplayer implementation, social media integration, and monetization.

*Additional experience truncated but details are available on request.*

- **BlackBerry (formally Research In Motion)** **Ottawa**  
*Leads for AppWorld Client and Facebook Chat – Java, XMPP, C++* *January 2009–December 2011*  
 Founding team member of client-side BlackBerry AppWorld team as well as Facebook Chat client for BlackBerry.
- **IBM Canada** **Ottawa**  
*Advisory Software Developer – Java, Eclipse, Rational Software Suite* *January 2003–December 2008*  
 Member of Eclipse Platform UI team between Eclipse 2.1.3 and 3.5.
- **IBM Canada** **Ottawa**  
*Software Developer – Java, Tomcat, J2ME BlackBerry native* *October 2000–December 2002*  
 HTTP client/microserver architecture for mobile devices.
- **IBM Canada** **Ottawa**  
*Software Developer – ColdFusion, C++, Microsoft COM* *January 1999–October 2000*  
 Digital delivery of software-licences via e-commerce platform.
- **Bedford Institute of Oceanography, Department of Fisheries and Oceans** **Halifax**  
*Intern Software Developer – Matlab* *1997–1999*  
 Matlab programming intern for climate researcher analyzing sea surface temperatures as part of the World Ocean Circulation Experiment (WOCE) project.

## Education

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- **Dalhousie University** **Halifax**  
*Bachelor of Science in Honours Computer Science, (2.5 years of 4 year program completed)* *1996–1999*

## Skills

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- **Programming and Scripting Languages:** Java, TypeScript, Python, JavaScript, Lua, Go, PHP, Objective C, C, Bash, various other languages.
- **Libraries and Frameworks:** Guava, Guice, Jackson, Lombok, Javalin HTTP, AWS SDK for Java; Apollo Graph Server, Angular/Angular JS; ZeroMQ, Pyramid, NumPy, asyncio.
- **Additional Technologies:** Docker, Amazon Web Services (focus on CloudFormation, Cognito, ECS, CloudFront, CloudWatch, Lambda, IAM but broad exposure in general), Elasticsearch, SQL, Android and iOS development, Ansible.

## Interests and extra-curricular activity

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- Avid miniature painter and gaming enthusiast.
- I have performed on behalf of a number of charity organizations as a member of an Ottawa-area burlesque group. In addition to performance I helped run and organize shows with thousands of attendees. Over the years we raised tens of thousands of dollars on behalf of these charities.
- I am an amateur bee keeper and maintain several hives on my property.
- I enjoy dabbling in embedded development as well as 3D printing and model design, particularly if I can apply it to my other hobbies (ask me how!)

## References

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- Available on request