

Kurtis Knapke

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WORK EXPERIENCE

Sprout Social

Feb. 2026 – Jul. 2026

Software Engineer

Remote

- Led end-to-end development of 3 social engagement integrations, owning the React frontend and backend API integration; deployed all features to production behind LaunchDarkly feature flags.
- Architected and refactored a legacy integration layer, restructuring the codebase to optimize it for AI-assisted development (Claude), accelerating feature delivery and improving long-term maintainability.
- Improved reliability and accessibility across customer-facing engagement surfaces by expanding Cypress end-to-end and unit test coverage, preventing regressions in critical user workflows.

HMP Global

Aug. 2020 – Sep. 2025

Data Engineer | Feb. 2025 – Sep. 2025

Malvern, PA

- Architected and built a centralized Snowflake data warehouse using medallion architecture (bronze, silver, gold, platinum) to consolidate internal application data (MySQL, MongoDB) and external vendor feeds, establishing a single source of truth for enterprise-scale analytics.
- Designed and implemented automated pipeline monitoring and data-quality controls, reducing downstream reporting errors and flagging ingestion failures before they impacted the business.

Senior Web Developer | Jan. 2024 – Feb. 2025

- Owned the end-to-end lifecycle of 10+ full-stack applications, from architectural design to production launch, built with React, TypeScript, and Node.js to support internal operations and external clients.
- Optimized application performance, cutting page load times by ~40% on high-traffic products, diagnosing and resolving bottlenecks through database query optimization, React component refactoring, and caching strategies.
- Provided technical leadership for a team of 5 engineers, establishing standards for component architecture, API design, and automated testing while mentoring through code reviews, improving product quality and deployment velocity.

Web Developer | Aug. 2020 – Jan. 2024

- Collaborated with product managers and designers to translate ambiguous business requirements into production-ready features, shipping code across React, Node.js, PHP/Drupal, and C# stacks.
- Modernized and stabilized high-risk legacy systems through strategic, incremental refactoring, improving code maintainability and system reliability without disrupting active feature delivery.

PROJECTS

- The GIF Game: a multiplayer party game released on Steam, with browser-based phone controllers over WebSockets, a Cloudflare Workers (Durable Objects) backend, and an Electron client.
- Bar Fiasco Invoice Scanner: an invoice-processing tool for a New York City bar that uses the OpenAI API to extract line items from invoice photos and sync approved data into Square inventory.

EDUCATION

Western Governors University

Coursework

Computer Science

SKILLS, TECHNOLOGIES & INTERESTS

- **Skills:** Full-Stack Development, Software Architecture, REST APIs, Data Modeling, ETL Development, System Design, Technical Leadership, Mentoring
- **Technologies:** React, TypeScript, JavaScript, Node.js, Java, C#, PHP, Drupal, MySQL, MongoDB, Snowflake, AWS, Azure, GitHub Actions (CI/CD), Docker, Datadog, Cypress, LaunchDarkly, Git, HTML, CSS
- **Interests:** Being a Dad, Clarinet, Weight Lifting, The Atlanta Falcons, Chess, Game Development