Kaleb Hines

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SUMMARY

Full-stack developer shipping production web apps end to end (payments, auth, databases, APIs, interactive frontends) in TypeScript, React, Next.js, and PostgreSQL. Cares about the parts users never see: tests, accessibility, and failure states.

SKILLS

Languages: TypeScript, JavaScript, SQL, Swift, Go, C++, Python (Blender scripting)
Frontend: React 19, Next.js 16 (App Router, Server Actions), Tailwind CSS, Three.js / WebGL, accessibility
Backend: Node.js, Fastify, GraphQL (TypeGraphQL, Mercurius, codegen), REST, PostgreSQL, Prisma, raw SQL (pg), JWT, RBAC, magic-link auth
Integrations: Stripe Checkout and webhooks, Resend, Cloudflare Turnstile, PostHog
Tools: Vitest, Testing Library, GitHub Actions, Turborepo, Vercel, Git, agentic development (Claude Code, Codex)

PROJECTS

paper.clip Next.js 16, React 19, TypeScript, PostgreSQL, Stripe, Three.js — live

Online store that sells one paperclip, as a 3D model download or a real one by mail.

- Integrated Stripe Checkout, taking live payments, with signed webhooks that verify every payment and record each order exactly once, even when Stripe retries.
- Built passwordless email login and customer accounts: single-use magic links, rate-limited sign-in, and API keys customers can create and revoke.
- Built an interactive Three.js product scene that loads only when needed and falls back to a still image if the GPU fails. 102 Vitest tests cover payments, forms, and the 3D math. A Blender/Python script builds the download in 12 file formats.

badui Next.js 16, React 19, TypeScript, Vitest — live · repo

Open-source library of intentionally bad UI components that still work with keyboards and screen readers.

- Built 30 components in 8 categories with spring physics, canvas animation, correct ARIA roles, keyboard control, and reduced-motion support, backed by ~430 Vitest tests.
- Cut idle animation work from 60 frames per second to zero and removed 80 KB from the landing page. Every view has a shareable URL with working back/forward and focus handling.

kelev TypeScript, Next.js, Fastify, GraphQL, PostgreSQL, Prisma — live · repo

Personal platform: a full-stack monorepo with accounts, an admin console, a chat room, and a GraphQL API.

- Built a GraphQL API with Fastify and Prisma (16 queries and mutations over 8 tables), deployed as its own service, with query-depth limits.
- Hardened role-based auth so permissions are checked against the database on every request, making role changes apply immediately, in one SQL query instead of four.
- Shipped a public chat room with paging, admin moderation, and rate limits. CI runs lint, type checks, ~96 tests, and database schema validation.

semantics Next.js 16, React 19, TypeScript — live

Generative art app: any text in the URL draws the same landscape, every time.

- Made drawings identical on server and client in every browser with a seeded random generator, a test that bans nondeterministic code, and a 2,015-seed regression suite that keeps old links unchanged.

lilbuddy Swift, Core Animation, Accessibility API, Next.js, TypeScript — live

macOS app: a pet for your pointer that hugs whatever button you point at, in any app.

- Ported badui's TypeScript cursor companion to a native Swift app that reads the button under the pointer through the Accessibility API and draws beside the real cursor without replacing it.
- Designed 31 skins that react to the button they're on (happy on Save, nervous on Delete and Quit), and built a Next.js site that runs a TypeScript port of the same companion in the browser.

EDUCATION

Butte College A.S. in Computer Programming — Expected Spring 2027

GPA 4.0 · Phi Theta Kappa Honor Society
Relevant coursework: Web Development I & II; Programming and Algorithms I & II
Professor reference: Erik Mellum, Software Engineering Manager at Zoom. Available on request.

OTHER

Musician with ~20 years of experience, bringing a long-term creative practice to software.