

KYLE KNAGGS

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EXPERIENCE

Bloomerang / Qgiv: Senior Software Engineer, Remote (Jan. 2021 - Present)

Bloomerang acquired Qgiv in Dec. 2023. Previously Software Engineer / Front-End Engineer. Promoted May 2025.

- Build and maintain features across Bloomerang Fundraising's [Online Donation Form](#), [Event Registration Form](#), and [Peer-to-Peer Fundraising Platform](#), working across both public-facing experiences and the administrative tools nonprofits use to customize their appearance and functionality.
- Architected and built a reusable JavaScript/React integration layer that enabled Bloomerang Payments to extend into legacy Twig/jQuery interfaces, providing standardized APIs for mounting, lifecycle management, and data exchange that engineers across multiple teams used to deliver 10+ integrations across the platform.
- Architected and built the front-end of a standalone React payment application embedded across the fundraising platform, moving credit-card fields into an isolated iframe and implementing tokenized, cross-origin payment flows that supported customer-configured domains while keeping raw card data separate from customer-supplied JavaScript to satisfy PCI requirements.
- Owned the front-end implementation of Apple Pay, PayPal, and Venmo across the fundraising platform, supporting one-time and recurring transactions through custom, processor-agnostic integrations. Built Express Checkout on top of those integrations for Online Donation Forms, preserving essential donor data while streamlining the donation experience and increasing donor conversion by over 8%.
- Presented "How to Embrace Digital Wallets for Seamless Giving" at Qgiv's January 2024 customer conference. Educated customers on the benefits of digital wallets and their potential to increase donations, demonstrated Qgiv's new payment experiences, and discussed the future of digital giving.
- Improved front-end engineering quality by proposing and securing cross-team adoption of standardized ESLint rules, then championing smaller, more reviewable pull requests across a team of 9 front-end engineers, reducing recurring anti-patterns and establishing more consistent code-quality and review practices.

Advance Foam: Front-End Engineer and Designer, Trinidad & Tobago (Oct. 2016 - Oct. 2019)

- Led requirements gathering and workflow analysis for an [online ordering platform](#), documenting customer and internal order-entry processes and translating them into product requirements.
- Designed high-fidelity UI/UX mockups and architected and built the entire responsive React view layer, iterating with stakeholders to deliver the initial platform within nine months.
- Transformed a manual, phone-based ordering and two-step verification process into a self-service platform that processes 12.5K+ orders annually and automates work previously performed by 2.5 employees. Eliminated follow-up order-verification calls, giving customers a faster, more reliable way to place orders.

TECHNOLOGIES

- JavaScript, TypeScript, React, Redux Toolkit, HTML/CSS, Sass, Tailwind CSS, Jest, Playwright, REST APIs, Webpack, Git, Web Accessibility

EDUCATION

- University of Texas at Austin, School of Architecture: Bachelor of Architecture, High Honors, GPA 3.9