

Michael Wynkoop

Senior Software Engineer — Ruby on Rails / Full-Stack

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SUMMARY

Full-stack engineer with 10 years of experience building and operating production systems in Ruby on Rails and JavaScript — from decomposing legacy monoliths into event-driven services to shipping zero-to-one MVPs and keeping public-facing installations running for years. Recent work centers on AI-driven product: agent tool layers, MCP integration, AI-consumed context services, and voice interfaces. Comfortable owning systems end to end — architecture, delivery, observability, and the long tail of maintenance. Led and mentored teams of up to 8 engineers.

TECHNICAL SKILLS

Core	Ruby on Rails, PostgreSQL, JavaScript/TypeScript, React, Node.js
APIs & Messaging	GraphQL, REST, WebSockets, Kafka, streaming APIs
Data & Caching	Redis, MongoDB, SQL performance tuning
Infrastructure	AWS, Docker, Kubernetes, CI/CD, GitHub Actions
AI-Augmented Development	Claude Code, Cursor, Codex — daily agent-driven workflow including adversarial multi-agent code review
Also	C# (Unity, .NET), Swift (iOS)

EXPERIENCE

Senior Software Engineer — Corporate Tools

Mar 2023 – Jul 2026 · Remote

- Led a team of 8 engineers to extract a data service from a legacy Rails monolith, then contributed to further service extractions — services communicating via Kafka event streaming
- Built an AI orchestration context service: assembles customer timeline history into context consumed by AI decisioning to determine next customer actions
- Improved throughput and latency on critical endpoints by refactoring hot paths, optimizing queries, and layering caching strategies
- Mentored through pair programming, code review, and coaching; built and maintained features across admin and customer-facing workflows

Founder & Principal Engineer — Wynkoop Consulting / ENV8

2020 – Present · Lincoln City, OR

Concurrent with full-time roles

- **SocialCipher** (dashboard.socialcipher.com): Built and have operated for 6 years the full-stack Rails companion/admin platform for a Unity-based social-emotional learning game — live streaming support, analytics dashboards, and real-time interaction with in-game state
- **Make It Real** (makeitreal.env8.com): Building an AI-first website creation and hosting platform (Rails) — customers describe changes in plain language, review an LLM-generated preview, and publish when ready. Single tool layer powers both the in-app editing agent (DeepSeek API by default, with bring-your-own-key support) and an MCP server exposing the same tools to authorized users
- **Wyshlist** (wyshlist.app): Shopify app built on Shopify's app framework (Remix + React); currently in Shopify App Store review
- **Museum installations**: Designed and shipped touchscreen exhibit applications embedded in custom millwork for the SPAM Museum (Hormel Foods) and four bilingual English/Spanish stations at the Florida Children's Museum — engineered to reset between visitors, auto-recover from crashes, and run unattended through full museum hours

- **ICBA trade show installations:** Built a large-format touch table mapping community-bank lending state by state, plus a scrollytelling data map — one codebase serving both the show floor and the public web, sourced from Census, FDIC, and Federal Reserve data
- **Sous** (iOS): Built a fully functional AI cooking app (private beta, in daily personal use) — recipe storage, AI chat recipe generation, combined multi-recipe shopping lists, and a hands-free cooking mode: a streaming voice conversation with the active recipe, with spoken replies via the ElevenLabs API

Senior Software Engineer — Narvar

Nov 2021 – Apr 2023 · Remote

Promoted from Software Engineer

- Built and operated 40+ high-throughput GraphQL endpoints serving millions of requests per day for e-commerce features and integrations
- Improved performance of a major Shopify integration by migrating it to the Shopify GraphQL Admin API
- Worked on the zero-to-one R&D team building proofs of concept and MVPs across the product surface

Ruby on Rails Developer — CannaSafe

Mar 2020 – Nov 2021 · Los Angeles, CA

- Partnered with lab operations to automate compliance workflows and reporting, improving reporting accuracy by 30%
- Designed and shipped Rails modules for regulatory calculations and lab data pipelines across multi-location labs
- Built integrations with state-regulated track-and-trace systems (METRC)

Software Engineer — Guggenheim Partners

Feb 2019 – Mar 2020 · Santa Monica, CA

Promoted from .NET Developer

- Built and maintained data-driven tools supporting front-office trading, portfolio management, and analytics teams
- Designed and optimized SQL-based reporting systems, improving data accuracy and visibility across multiple asset classes
- Translated complex financial and operational requirements directly with business users into shipped tooling

Software Developer — AireSpring

Sep 2018 – Feb 2019 · Los Angeles, CA

- Built and maintained internal analytics tooling in C#/.NET for telecom operations

Software Developer — Lavi Industries

Feb 2016 – Sep 2018 · Valencia, CA

- Full-stack design, development, and maintenance of the Qtrac SaaS queue-management platform, including R&D for continuous feature innovation