

Brian Kingery

(801) 380-1827 | brian.kingery@gmail.com | Saratoga Springs Utah
github.com/bkingery | linkedin.com/in/brian-kingery-0ab3aa22

■ Work Experience

Entrata, Lehi UT (Aug 2026 - Present)

Staff Product Engineer - Contractor

- Transformed an analytics vision prototype into a functional product preview with live, permission-scoped queries and persistent reports, used in demonstrations at Entrata Summit.
- Designed and implemented shared data contracts separating data access and permissions from report presentation, establishing a foundation for reports, alerts, daily briefings, and AI workflows.
- Built AI-assisted report authoring with live previews, saved report definitions, and versioned review and approval for publishing reports to a shared company library.

Christopherson Business Travel, Salt Lake City UT (Mar 2026 - Present)

Staff Software Engineer - Contractor

- Defined and implemented a reusable feature-library architecture that paired feature interfaces with shared domain logic, establishing consistent module boundaries and repository conventions.
- Unified web and mobile design foundations through shared color, typography, and spacing tokens, and expanded Storybook catalogs and integrated Chromatic visual regression checks.
- Owned flight, hotel, and car search across React and React Native, sharing filtering, sorting, vendor selection, and state management across web and mobile.
- Built web and mobile flight seat selection supporting connecting flights and multi-leg itineraries.
- Built interactive mobile hotel map search with synchronized map and carousel selection, alongside reusable map, carousel, and calendar components.

Messari, New York City NY (Aug 2023 - Mar 2026)

Sr. Software Engineer - Remote

- Led frontend development for major AI Copilot product expansions (AI diligence reports, Deep Research, file uploads, PDF export, report sharing, and source navigation) partnering with design/product to standardize UI patterns.
- Rebuilt Messari's homepage with a modular, configurable architecture using Postgres-backed configuration, incremental static regeneration, server-rendered views, prefetched module data, and a custom mobile experience.
- Developed sector and sub-sector plotting workflows with interactive table controls, multi-y price charts, and price, volume, and market cap visualizations.
- Modernized core UI foundations (CSS modules, lazy loading, image optimization, re-render fixes), improving maintainability and reducing duplication across product surfaces.
- Migrated homepage assets, search, intel events, and time-series workflows to a new WebSocket architecture, enabling a legacy service to be fully removed from production.
- Implemented reusable color palette configs and utilities that standardized chart styling across data-heavy visualizations.
- Built and released the Chartbooks feature in under 1 month with over 100 charts at initial release.

Domo, American Fork UT (Apr 2014 - Aug 2023)

Sr. Software Engineer, Team Lead

- Inventor on US patent D816,703: Intuitive 3D visualization giving users a complete view of their data.
- Created a highly visual console that intelligently surfaces important notifications and updates.
- Built and maintained over 100 reusable data visualization components.
- Developed various custom applications that grossed over \$1 million in the first 2 quarters of release.
- Championed best practices and professional development among team members.
- Successfully led a department-wide effort to convert fundamental UI components from Angular.js to React.
- Implemented drag and drop App Studio editor for building no-code app solutions.
- Improved dashboard loading speeds by 30%.

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■ Work Experience

Center for Animation, Brigham Young University Provo UT (Jan 2013 - Apr 2014)

Technical Supervisor / FX Artist

- Presented at SIGGRAPH 2014 on an iterative pipeline solution.
- First Place at the College Television Awards (Student Emmys).
- Gold at the Student Academy Awards.
- Provided support and development for tools and procedures to create and enhance the pipeline.
- Supported and worked with multiple departments including, layout, shading, FX, animation, motion capture, rendering, and compositing.
- Created effects including fur simulations, volumes, particles, and procedural environments.

Tool Development

- Check-in / Check-out system for modeling, rigging, animation, and lighting.
- Automatic rig updating through referencing.
- Alembic export for cameras and sets from Houdini to Maya.
- Character animation exports and updates from Maya to Houdini using Alembic.
- Texture conversion to .rat and gamma removal for linear workflow (icomposite, iconvert).
- Automated file structure creation for new assets.

Computer Science Department, Brigham Young University Provo UT (Apr 2013 - Apr 2014)

Computer Graphics Research Assistant

- Implemented a quadratic programming solver (C/C++) for large-scale pressure and stress solves.
- Rigid body, fluid, and particle simulations.

Office of Information Technology, Brigham Young University Provo UT (Aug 2009 – Apr 2013)

Linux Platform Engineer / Computer Programmer

- Saved ½ million dollars annually by helping design and implement a new Access Control replacement.
- Developed and improved scripted installation procedures for physical and virtual servers.
- Trained new and existing engineers in Linux and other technical areas.
- Maintained configuration files for over 600 servers through a Red Hat satellite server.

■ Skills

Development

React, React Native, Typescript, JavaScript, Next.js, Three.js, D3, Tanstack Query, Zustand, Redux, Nuqs, Angular.js, HTML, CSS, Storybook, Chromatic, Component Architecture, Data visualization, Vercel, Webpack, Turbopack, Expo, Java, C/C++, Python, Bash

Computer Graphics

FX, Shading, Rendering, Modeling, Houdini, Maya, Illustrator, Photoshop, Figma, Graphic Design, Industrial Design, Photography, Film

■ Education

Brigham Young University, Provo UT (2009 – 2014)

BS Computer Science – Animation Emphasis
GPA: 3.73/4.0

National University of Singapore, Singapore (2010)

Study Abroad - Product Design and Development