

Caleb Hypes

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SUMMARY

Software Engineer with 9 years of experience building production web applications in React and TypeScript. Background in component architecture, design systems, and shared infrastructure used across multiple products, along with full-stack experience from five years of consulting work. Comfortable owning a problem end to end and collaborating closely with backend, product, and design teams.

SKILLS

Frontend: React, TypeScript, JavaScript, Next.js, Redux, HTML, CSS, SASS, Styled Components, Vite, Context API, React Router, Tanstack Query, Wouter

Backend and APIs: Node.js, Express, PostgreSQL, MySQL, MongoDB, PHP, Python, Sequelize, Prisma

Cloud and DevOps: AWS, Azure, Docker, GitHub Actions, CI/CD pipelines

Design Systems: Storybook, Figma, token-based theming, component library architecture

Testing: Jest, React Testing Library, Cypress, Mocha

Tools: Git, GitHub, Jira, Nx monorepo, Shopify, Stripe, WordPress

EXPERIENCE

Front End Developer, *Sports Technologies* | Jan 2022 to Present | Remote

- Built and maintained fantasy sports platforms for major sports brands including NASCAR, The Masters, and the PGA Tour, with a consistent focus on performance, scalability, and user experience.
- Architected a scalable Nx monorepo consolidating four distinct NASCAR fantasy applications, configuring dependency isolation across a hybrid codebase spanning legacy Next.js 12 (React 17) and modern Vite (React 18) projects.
- Built a NASCAR UI component library and three-tiered design system in TypeScript and Storybook from the ground up, with a token-based theming system covering fonts, colors, breakpoints, and layout widths consumed across the full product line.
- Built a shared authentication package within the monorepo consolidating repetitive auth setup across all 4 NASCAR fantasy applications, eliminating over 800 lines of duplicated code.
- Integrated NASCAR's Gigya platform across all 4 fantasy applications and native experiences, enabling a single sign-on where logging in once persists your session across every product in the ecosystem.
- Built and maintained a JavaScript bridge for The Masters Fantasy game handling bidirectional communication between a hosting page and an embedded iframe, covering authentication state, session persistence, analytics passing, and contextual data exchange across 682,000+ active users.
- Migrated the NASCAR Fantasy Live platform from an AngularJS 1.5.2 codebase to React 18, Vite, and TypeScript, achieving a 95% increase in user base from 2022 to 2023.
- Redesigned The Masters Fantasy game from Figma designs to production React components, serving 682,000+ active users and resulting in a 150% increase in user participation.
- Provided technical guidance to engineers, conducted code reviews through GitHub PR workflows, and contributed to engineering standards across the team.

Software Engineer, *ComResource* | Jan 2017 to Jan 2022 | Columbus, OH

- Served as the sole technical point of contact between ComResource and multiple enterprise and government clients, owning engineering, QA, DevOps, and architectural decisions end to end while collaborating directly with client engineering, design, and operations teams.
- Led development of a full-stack claims management platform for the Ohio Bureau of Workers Compensation, owning a React and Redux frontend, a Node.js and Express mediator server, and integration with a Ruby backend, featuring a desktop-style windowed UI for managing workers compensation claims and managed care organizations.
- Built a full-stack Pallet Tracking application using React, Node.js, Express, Sequelize, and PostgreSQL, deployed on Azure using Docker containers, with a scheduling feature that drove a 30% increase in driver scheduling efficiency.
- Optimized database models to resolve application instability under load, improving query efficiency across client projects.
- Automated generation of client import files, reducing migration team setup time by 70%.

KEY PROJECTS

NASCAR In-Season Challenge *fantasygames.nascar.com/in-season-challenge*

- A bracket-style fantasy game built in React 18, TypeScript, Vite, and Context API, with an Express and Node.js SSR server for dynamic metadata injection and social sharing. Includes DraftKings sportsbook integration gated by a custom geolocation hook, a full leagues system, global leaderboards, and three distinct social sharing flows. Currently live and actively maintained.

NASCAR Fantasy Ecosystem *fantasygames.nascar.com*

- Rebuilt NASCAR Fantasy Live from AngularJS to React 18, TypeScript, and Vite. Designed and built the shared monorepo infrastructure including the component library, theming system, shared auth package, and utilities consumed across all NASCAR fantasy products.

PGA Perfect 30 *pgatour.com/fantasy-betting/perfect-30*

- Built from scratch using Vite, React, and TypeScript, with drag-and-drop roster management via dnd-kit, virtualized rendering for 500+ golfer profiles, memoized filtering, debounced search, and a paginated leaderboard supporting thousands of concurrent users.

Ohio BWC Claims Management Platform *ComResource*

- Full-stack government claims platform for the State of Ohio built with React, Redux, Node.js, Express, and a Ruby backend integration, supporting workers compensation claims processing and managed care organization tracking across state government operations.

EDUCATION

Career Studies Certificate, Web Page, Digital/Multimedia and Information Resource Design

John Tyler Community College | Chester, VA | 2012

Coursework included UI/UX design, multimedia design, and studio art across traditional and digital mediums.