

# Kevin Chavez

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## Experience

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**One More Multiverse** · Technology Lead (March '21 - Oct '22)

*OMM is bringing table-top role playing games online. The WebGL and React web application features real-time collaborative play and level editing.*

- \* Lead **decision-making** around software design and **architecture**. Ran regular meetings, retrospectives and 1:1s for the engineering team.
- \* Defined the **engineering hiring process** with the CEO. Was involved in every SWE, Eng. Manager hire.
- \* Reduced web application **memory usage by 50%**. Repeatedly reduced site TTI when it hovered above 7s back to **under 3.5s**. Improved level travel time from **over 10s to be immediate**.
- \* Improved codebase build time by **over 50%** in spite of +2x LOC growth. **Code-modded codebase** (over 400k LOC at the time) to strict TypeScript.
- \* Various other high-impact projects to ensure **scalability and reliability**. Various other feature additions and fixes.

**Facebook, Inc.** · Software Engineer - *Web Platform Insights Team, Web Speed Team* (Feb '18 - March '21)

- \* Drove a **cross-team project** to improve text input on web products. Developed a **typing responsiveness** metric to be used across the org. Through a series of optimizations, improved responsiveness for millions of users.
- \* Lead maintainer of Draft.js, the **open source text input library** used by Facebook, Twitter, Reddit, and other sites. It is the **seventh most starred open-source project** on Facebook's Github organization.
- \* Refactored core parts of text input for **reliability and performance**. Fixed bugs reported to Facebook, Apple and Mozilla, present in Facebook, Twitter, and other sites using Draft.js.
- \* Designed and built Facebook Browser Tools (FBBT); a **client-side web tooling platform**. After initial success with Facebook, ported to Workplace, Ads Manager and Messenger.
- \* Extended FBBT with **12 different tools and utilities**. Helped **4 other teams** extend it with specialized tools. Use-cases today include product experimentation, various performance inspectors, page configuration for internationalization, SSR, resource delivery, device-class overrides amongst others.
- \* FBBT saw an average of **400+ connections** a day and **200+ distinct users** per month, with an average satisfaction score of **4.5/5**.
- \* Implemented various other internal tools and systems.

**Facebook, Inc.** · Software Engineering Intern - *People Products Team* (Summer '17)

- \* Built a **full stack web tool** to manage intern/mentor pairing.

**Square, Inc.** · Software Engineering Intern - *Production Engineering Team* (Summer '16)

- \* Wrote CLI tools to image and **validate server configuration** across the thousands of servers in the fleet.

**Tumblr** · Software Engineering Intern - *API Engineering Team* (Summer '15)

- \* Built pipeline for **instant-message notifications**. It delivered **9+ million notifications** the first 2 days live.

## Education

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**Cornell University, College of Engineering**

- Master of Engineering in Computer Science. (Grad. Dec '17)

**Cornell University, College of Arts and Sciences**

- Bachelor of Arts in Computer Science · *Minor: Computing in the Arts.* (Grad. May '17)
- Jonathan E. Marx Senior Prize, Cornell Computer and Information Science.
- **Teaching Assistant:** Functional Programming, Introduction and Practicum in Operating Systems

## Leadership, Mentorship, D&I

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**Under-Represented Minorities in Computing** · Co-Founder, Co-President, Graduate Advisor (2016 - 2017)

- \* **Founded and led the organization**. It is now one of the largest undergrad CS student groups in Cornell.
- \* Landed the organization's first sponsors. Built its first branding image, website. **Defined the mission, values.** Recruited members. Organized **mentorship, community and career events**

**Open Source Cornell** · Officer (2014 - 2017)

**Association of Computer Science Undergraduates** · Academic Team Officer (2015 - 2017)