

# Kevin Chavez

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## Consulting · Web-Performance & Reliability

*Available for contract, to solve issues with web performance, reliability, coach employees on these topics, or just build Nixtla, 6 months*

- \* Led a team that inherited a contractor-built **web product**, API, and **internal tooling**.
- \* Built **code transformation tool** to run React code in Nuxt. Led gradual migration from **Vue to React**. Improved build times by over 10x.
- \* Gradually migrated to TypeScript. Post-migration, the codebase saw **no outages in production**.
- \* Developed product features. Ensured data **model correctness**.
- \* Held team **brainstorming, retros, weekly syncs, 1:1s**. Ensured proper monitoring and held the first **company-wide post-mortem**.

## Persona Inc, 2 months

- \* Reduced the size of the Persona JS SDK by **74%**
- \* Solved some long-standing **elusive bugs** in the main verification product affecting various **high-profile clients**
- \* Hosted an internal talk about the performance tooling and browser internals, to advance interest and knowledge on these topics amongst employees

## Scout AI · Founding Engineer

(March '23 - acquired Oct '23)

*Stealth. Built AI tools for sales teams. We were 4 people, and were acquired before public release*

- \* **Built** and quickly **iterated** on features end to end.
- \* Features included an Excel formula **interpreter** with asynchronous data sources, an interactive **spreadsheet-like table**, AI data enhancement, one-click calendar meetings, etc.
- \* Contributed **decision-making** pertaining the system design and architecture of the web app.
- \* Kept **performance and reliability** in check.
- \* Acquired by **Scale IA, October 2023**.

## One More Multiverse · Technology Lead

(March '21 - Oct '22)

*OMM brought table-top role playing games online. The WebGL and React web application featured 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**, 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

### American School of Puerto Vallarta

(Grad. Jun '13)

- National Honor Society. Valedictorian.

## Leadership, Mentorship, D&I

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### JSConf Mexico 2024 · Speaker

(upcoming, Nov 2024)

- \* Presentation: **Web Performance — Intro and Tooling**

### Under-Represented Minorities in Computing · Co-Founder, Co-President, Graduate Advisor (Spring '16 - Dec '17)

- \* **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)