Kevin Chavez

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Experience

Nixtla Inc · Technology Lead

Seed-stage startup building state of the art time-series forecasting software

* Led a brand-new team owning **web product**, the API, and **internal tooling**. The team inherited said projects from contractors.
* Developed various product features, and a **whole lot of bugfixes**. Ensured data **model correctness**.
* Built **code transformation tool** to run React code in Nuxt. Led gradual migration from **Vue to React**. Improved build times **from over 10s, to <1s**.
* Held team **brainstorming, retros, weekly syncs, 1:1s**. Ensured proper monitoring and held the first **company-wide post-mortem**.

Consultancy · Web-Performance & Reliability

Available for contract, to solve issues with web performance, reliability, and coach employees on these topics

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

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

JSConf Mexico 2024 · Speaker (upcoming, Nov 2024)

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)