

Kevin Chavez

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Consulting & Contracting · Independent Services

(Feb '24 — Present)

Available for contract, to solve issues with web performance & reliability, coach employees on these topics, lead product teams, run technical interviews, or just build. Clients have ranged from small 2-person startups, to \$30 billion dollar enterprises.

Scale AI, *Web performance & reliability. Product development.* — ongoing

- * Fixed long-standing **memory leakages**. Brought the primary, mission-critical webapp from **crashing at over 15GB** of memory usage, to running **smoothly and consistently at < 900MB**.
- * Improved **reliability and performance**, primarily on **text-editing features** and the **main GenAI product**.
- * **Founding engineer of the Human Frontier Collective** (HFC). Built data collection and rubric creation platform for cutting-edge, **postdoc-level AI training**. Reached **millions in revenue** in a few months.
- * As part of HFC, built **auto-raters for expert-level reasoning data**. **Read more here**.
- * Pushed forward to completion a delayed **progressive migration** from legacy component system.
- * Various other **feature and developer productivity** work.

TensorZero, *Technical Hiring.* — 1 year

- * Helped this AI startup with no **web expertise** build its initial product development **front-end team**.
- * **Interviewed** candidates and provided guidance.

Nixtla, *Product development & leadership.* — 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**. Introduced **industry best-practices**, including holding the first **company-wide post-mortem**.

Persona Inc, *Web performance & reliability.* — 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

- National Honor Society. Valedictorian. (Grad. Jun '13)

Leadership, Mentorship, D&I

JSCnf Mexico 2024 · Speaker

(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)