

Kevin Koh

Software Engineer

CONTACT

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 Los Angeles, CA, USA

 www.kevinkoh.dev

EDUCATION

University of California Berkeley

B.A. Computer Science

Berkeley, California | c/o 2015

TECHNICAL STRENGTHS

- Full Stack Web Applications
- Scalable Backend Systems
- System Design / Architecture
- MicroService Oriented Design
- Serverless Development
- Responsive Design / UIs
- CI/CD Pipelines
- Agile Development / Scrum Master

LANGUAGES / TECH

Languages:

- Python
- JavaScript / TypeScript
- Java
- Ruby

Frameworks:

- Django
- Flask
- AWS CDK / SAM
- Ruby on Rails
- Node (Koa, Express)
- React
- Angular

AWS Technologies:

- Lambda
- EC2 / RDS
- DynamoDB
- ElasticSearch
- S3 / Athena
- ElasticCache (Redis)
- SQS / SNS
- Kinesis
- Elastic BeanStalk
- Cloud Development Kit (CDK)
- Serverless Application Model (SAM)
- CloudFormation
- CodeDeploy / Pipelines

WORK EXPERIENCE

Amazon Prime Video

Software Engineer L5 | Santa Monica, CA | Sept 2018 - January 2020

Built out backend systems for the Prime Video Direct product, helping Studios and Content Creators upload their assets to the Prime Video platform.

Developed customer facing web UI, allowing users to track asset status. Additionally built the supporting APIs and data storage/search components.

Developed email engine component of Prime Video Direct's notification service. Leveraging SQS and Kinesis sharding quirks, the system was able to operate under intense load and throttle at variable TPS targets.

InfoScout

Software Engineer | San Francisco, CA | Nov 2016 - Aug 2018

InfoScout (now acquired/merged into Numerator) was the premier omni-channel consumer analytics tool, dealing with millions of data points every day.

Scaled up data attribution capabilities, through building out automated web scrapers and Data Analyst tools. Improved Data Analyst productivity markedly through building ElasticSearch integration; 15x search speed improvement.

Became owner of Surveys platform, providing a significant revenue stream to the company. Built/designed mobile-facing APIs, mobile/webpage UI, and backend management system.

Electronic Arts (Data Division)

Software Engineer | Redwood City, CA | Feb 2015 - Oct 2016

Developed EA's Game Analytics product, building reports and dashboards for company use.

Coordinated with customers for data reporting needs, running review sessions and feedback loops.

Built usage/performance tracking system for Game Analytics product, allowing insights on performance/impact. Developed reusable UI integration tooling, backend pipeline, and reporting page.

PROJECTS

Independent Consultant

Jan 2020 - Current

Operated a self-owned consultant service, providing freelance consultant and development services.

Developed Ruby on Rails backend for early stage startup involving video based mobile app. Took codebase from prototype to a production-ready backend. Also set up automated CI/CD pipelines and auto-scaling infrastructure.

Provided software consulting and development services to a variety of ecommerce brands, improving their Shopify presence. Highlights include:

- Re-building Rael's Shopify website, improving responsive design, CMS features, and site look.
- Building a new homepage and website performance consultation for MiaDonna Diamonds.
- Improving functionality and interactiveness on Disco Skincare's Shopify site.
- Performing adhoc tech consulting for Levitate Digital Foundry, ranging from website implementation to dev team hiring.

Web Development Course Creator and Instructor

Apr 2020 - Current

Developed an 8 week course curriculum, teaching students the fundamentals of web application development. Students were able to finish the course with a personal website with chat functionality.

Partnered with Elite Educational Institute to provide course to students as an after-school program.

Taught students the basics of MVC pattern and development practices through 1 hour weekly lectures.

Lectures were followed up with 1 hour labs, giving students hands-on experience, culminating in a publicly available website with chat features.