

Work Experience

Senior Software Engineer *Discord, Inc.*

Jul 2022 - Jan 2024

- Proposed, designed, and implemented Discord's LLM abstraction layer, enabling traceability, observability, and vendor agnosticism to all LLM usage.
- Deployed, scaled, and cut cost of serving of GenAI features to full production traffic.
- Partnered directly with client teams to solve many hair-on-fire cross-disciplinary problems in ML.

Senior Software Engineer *Vidora, Inc.*

Oct 2020 - May 2022

- Advocated for, designed, and implemented a real-time multi-armed bandit optimization system, nearly doubling top-of-funnel sales pipeline. System operating in production at 100qps at peak.
- Architected a global ML serving engine with real-time predictions served under 100ms.
- Authored a language purpose-built for client-side feature computation. Ask me about MistQL!
- Shipped uplift modeling to Vidora's modeling platform. Completed under estimate.
- Built a CI/CD pipeline from the ground up, unearthing dozens of critical bugs.

Software Engineer *Google, YouTube Mobile Web*

Dec 2018 - Jul 2020

- Bootstrapped process for safe conversion of 40k LOC JS codebase to TypeScript, utilizing custom-built tooling. System in use for over a year with contributions from nearly a dozen developers across multiple teams. Enabled conversion with zero production issues.
- Planned and executed the cleanup and removal of 100k LOC codebase of highly volatile, business-critical server side Python with no production issues.
- Rebuilt YouTube mWeb's settings page from the ground up. Released globally to 200M users.

Machine Learning Engineer *Procore Technologies*

Jun 2018 - Dec 2018

- Researched, implemented, and integrated experimental machine learning models for Procore's first customer-facing ML features, including construction content-aware image search.

Frontend Software Engineer *Procore Technologies*

Mar 2016 - Jun 2018

- Acted as primary maintainer and SME for most of Procore's web-based document viewers.
- Led technical direction through major performance and UX overhauls of some of Procore's most used pages and features, saving at least \$250000 in churning contracts.
- Mentored peers across multiple product domains on practical web performance techniques.

Open Source

Publications

<i>Patent</i>	Computer System and Method for Predicting Risk Level of Punch Items	Mar 2020
<i>Blog</i>	evinsellin.medium.com, articles primarily focusing on technical topics and satire.	

Technical Proficiencies

<i>Languages</i>	Python, Typescript, JS, Rust, Terraform, Ruby, HTML/CSS, and others
<i>ML</i>	Pytorch, Tensorflow, sklearn, various serving frameworks, OpenAI, and others
<i>Tooling</i>	Kubernetes, GCP, AWS, React, Rails, Django, Postgres, various NoSQLs, and others

Education

B.S. Computer Engineering	<i>University of California, Santa Barbara</i>	2011 - 2015, Jan-Mar 2018
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