

GAVIN W. KLINE

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PROFESSIONAL EXPERIENCE

GOVDASH

Lead Software Engineer

May 2024 – Present

- Serve as lead engineer and product owner of the Capture Cloud, GovDash's largest and fastest-growing product line, overseeing its transformation from an underutilized feature set to the company's #1 driver of customer engagement and revenue
- Engineered an industry-leading ingestion pipeline with sub-5-minute latency from government data sources, coupled with personalized search and recommendation capabilities that give clients a measurable competitive edge
- Spearheaded a 70% reduction in CI/CD pipeline times, slashing end-to-end build, test, and deploy time from ~25 minutes to ~7 minutes, and introducing thorough unit, integration, and LLM “prompt” testing across our most critical flows
- Led a comprehensive overhaul of both frontend and backend architectures, resulting in substantially improved scalability, maintainability, and accelerated feature rollout capabilities, dropping P90 response times from over 400ms to under 120ms
- Collaborate closely with marketing, sales, and customer success to align engineering priorities with business strategy, ensuring product roadmap execution directly supports growth and retention objectives.
- Consistently serve as the top code contributor and lead reviewer, driving the adoption of best practices and ensuring high code quality across all products

GORJIAN ACQUISITIONS

VP of Software Engineering

September 2023 – May 2024

- Initiated and leading the end-to-end design and implementation of the Gorjian Software Platform, a set of sophisticated server-side internal tools (written in Golang, serving a GraphQL API to a Typescript/React dashboard frontend) to enhance data collection, broker outreach, and other aspects of an associate's workflow
- Developed an automated email outreach/marketing infrastructure, replacing a high-volume manual system to significantly enhance sending volume, observability, and reliability – decreasing computing resource utilization by ~85%, with an average response rate above 30%
- Lead a team of engineers in the implementation of a distributed data collection and enrichment pipeline, allowing our associates to aggregate up-to-date data in minutes instead of days (and increasing the quality of leads collected, resulting in 20% fewer bounce-backs)
- Engineered custom AI-driven services for intelligent email responses and follow-ups, employing fine-tuned machine learning models to ensure personalized and timely engagement with brokers

WHOP

Backend Software Engineer

June 2022 – July 2023

- Developed and scaled Ruby on Rails backend services, background workers, and internal GraphQL APIs (receiving 7k requests/min on average) for Whop's consumer-facing marketplace and business-facing dashboard, eventually supporting over 1m MAU
- Performed critical database maintenance and performance enhancements for our PostgreSQL database, resulting in an average decrease in response time of 70% for 10 of our “key” transactions, allowing our team to reduce the sitewide timeout threshold from 30 to 7.5 seconds
- Built and maintained integrations with Discord, Telegram, and TradingView, processing millions of dollars in marketplace transactions and managing access for over 300k paying customers
- Owned the design, development, and performance optimization of Whop's public RESTful API, achieving sub-30ms average response time and handling 1k requests/min on average, with peaks of 5k requests/min

CACI INC – PM IVAS

Software Engineering Intern

June 2021 – May 2022

- Developed software to aid with mission recon using computer vision, using OpenCV and NumPy to intelligently and programmatically map ingested drone footage onto a 2D plane
- Wrote tooling to display drone flight statistics, using linear regression to predict information about the remaining flight time and distance
- Collaborated with Microsoft to conduct load and performance testing of the equipment developed during the project

EDUCATION

SYRACUSE UNIVERSITY

Syracuse, NY

August 2019 – May 2022

- Bachelor's of Science in Computer Science, graduating in three academic years
- Active member of the Division 1 Men's Lacrosse team, the second winningest program in NCAA history

SKILLS

PROGRAMMING LANGUAGES / FRAMEWORKS:

- Golang, JavaScript/TypeScript (Node, React, Vite, NextJS, Svelte, Sveltekit), Python (Pandas, NumPy, OpenCV), Ruby (Rails, Grape, RSpec, Sidekiq), C/C++/C#, SQL (PostgreSQL), NoSQL (MongoDB)

TOOLS

- Git, Docker, Redis, Memcached, GraphQL and RESTful API design, Github Actions

AREAS OF EXPERTISE

- Backend development, database design and maintenance, application performance optimization, driving million dollar growth, high-pressure environments, team collaboration, integration and unit testing

OTHER

- Secret Security Clearance (DoD, 2021)