Kai Xie

I'm a generalist software engineer, amateur systems designer, a creative and a tinkerer/hacker.
I like to build things that make people smile!

Experience

Playces 🔗 PLAYCES.IN   Chief Technology Officer   `2019-04 → 2022-10`

- Designed and built a platform in Ruby on Rails and React to modernize independent tourism businesses, enabling them to display availability and receive bookings online, accept payments and send invoices (Stripe), automate manual processes (booking questions, automatic emails, built-in CRM, operations dashboard) and reach more customers (travel communities with social feed and media embeds).
- Helped our partners gain observability into under-utilized resources and the operational agility to really grow; one customer champion increased bookings by 250%, tripled the number of experiences offered, and increased revenue per booking by 40% after switching from AirBnB & Fare Harbor to Playces.
- Researched, designed, built, deployed, and iterated on our product and technology stack (Postgres, ElasticSearch, Kubernetes, HubSpot, Mailgun, Sentry, etc.) as the sole engineering/product person.

Universe 🔗 UNIVERSE.COM   Software Developer Intern   `2019-01 → 2019-04`

- Write a CLI tool in Go for orchestrating on-demand staging environments for our microservices stack on Kubernetes, which powered our code review and QA flows. Investigated the operational limitations of the existing Rundeck-based systems and used these insights to design a spiritual successor.
- Researched and implemented optimizations to half the amount of time it took to launch a staging stack, reducing both wait times in our QA workflow, as well as our GCP bills.
- Supported product development by troubleshooting unexpected deployment failures
- Investigated security concerns and implemented solutions to mitigate them.

ConsenSys 🔗 CONSENSYS.NET   Software Developer Intern   `2018-04 → 2018-08`

- Developed a team management webapp using React, MongoDB, and Neo4J to support the operation of decentralized organizations like ConsenSys.
- Worked with relationship-heavy data sets using graph databases, and architected a scalable data-heavy applications using Redux and websockets.

Skills

Front-End Web Development

HTML · CSS · JAVASCRIPT · REACT · GRAPHQL · JSON · MAPBOX · SSR · SEO · PWA · REALTIME, LIVE

Back-End Web Development

GOLANG · NODEJS · NEXTJS · RUBY ON RAILS · SQL, NOSQL, GRAPH DATABASES · ETL · CACHING · PERFORMANCE · PARALLELLISM · APIS, INTEGRATIONS · WEBHOOKS · TEXT & GEO SEARCH · SECURITY, PERMISSIONS, XSS PREVENTION

DevOps, Infra

GOLANG · KUBERNETES, CRDS, OPERATORS, GITOPS · DOCKER · CONTAINERIZATION · CI & CD · TERRAFORM · AWS · GCP · DIGITALOCEAN · ELASTICSEARCH · POSTGRES · REDIS · SITE RELIABILITY · SECURITY & HARDENING

Mobile

REACT NATIVE · EXPO · FLUTTER · SWIFT · JAVA & KOTLIN · XCODE · ANDROID STUDIO

Design, UX, UI

FIGMA · SKETCH · DESIGN SYSTEMS · ANIMATIONS · HUMAN-CENTERED DESIGN · USER INTERVIEWING

Education

University of Waterloo 🔗 UWATERLOO.CA

Bachelor of Computer Science*

`2017-09 → 2019-04`

Wilfrid Laurier University 🔗 WLU.CA

Bachelor of Business Administration*

`2017-09 → 2018-04`

*I dropped out of school to build a startup halfway through my second year ✌️ (see experience: **Playces**)