Philip Kaishin Kawada

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Work experience

Google software engineer   2019 July - 2025 November

Payments platform Java engineer
- $XXM ARR increase in Korean Play subscription revenue by improving local card UX
- Drive Play card UX migration across function (data science, UX, content, product) and organization (tax, Android client, analytics infra, and Play)
- De-risk Klarna financing UX revamp: add ToS acceptance, debug and fix Klarna web redirect
- Launch rich-card-art UX optimization across Google surfaces with scalable backend solution
- Refactor card screen infrastructure: improve sub-flow extensibility, reduce code duplication, adopt new infrastructure, and road map additional infrastructure gaps

Build and release tech lead
- Manage 20+ engineer on-call rotation: CI/CD process owner, schedule optimizer, etc.
- Onboard globally distributed sister teams in India and Australia
- Facilitate various resource management projects to bring test flakiness from 41% to 3%

Play web frontend
- Debug and implement fix for "character-cluster" paginator
- Implement slideshow-animated app cards

Risk engine infra
- Update risk feature experimentation to google mainline to allow GUI experiment management
- Design and implement supervised automation experiment rollout system

Personal projects

Typrant - touch typing teacher
- Partner with MESA as a keynote speaker and host a play test
- Lead market fit research team: interview teachers, win startup pitch event, attend conference
- Build a touch typing teacher react-app hosted on aws with student and teacher portals
- Build a PvP io style type race game with phaser and web sockets

Education

University of California Riverside - Computer Science BS   2017-2019
Ohlone community college - Computer Science AS   2015-2017

Skills

Language proficiencies: Java, Typescript, HTML/CSS, SQL
Technologies: CI/CD, gRPC, protobuf, mercurial/git, react