

# Kasper Nilsson

San Francisco based full stack engineer.

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## EXPERIENCE

### Google, San Francisco, CA — *Software Engineer*

#### Query Debugger

NOVEMBER 2018 - PRESENT

Full stack engineer and owner of the main platform for Google Search debugging and experimentation, built with Polymer and Typescript on the front end and a microservice backend written in Go, as well as a Spanner (SQL) database.

Live to >3k MAU technical and non-technical users, debugging hundreds of thousands of queries and spending >7.kh hours on the tool per month.

Focused on increasing debugging productivity for non-technical users. Notable launches include a new view for bulk debugging of queries and a tool for rating experiments. Also initiated a project for automating experiment ratings that matches the productivity of roughly 30 full time employees.

#### PolyGerrit

AUGUST 2016 - NOVEMBER 2018

Full stack engineer and maintainer for the open source Gerrit Code Review using Web Components (Polymer) and Java, with a Bazel build system.

Hosted version of the project is currently live to >70k MAU and is the chosen tool of Chrome, Android, and Golang, as well as SAP, Ericsson, LibreOffice, and the Eclipse foundation externally.

Notable projects include designing new user onboarding, building a web-based code editing flow, migrating the codebase to ES6, and introducing automated linting to CI. Also hosted two interns.

### UpChannel, College Park, MD — *Software Engineer*

DECEMBER 2015 - JULY 2016

Bootstrapped a local startup eventually valued at \$4M in Fall 2016. Designed and built a client-side application that acts as a data dashboard for visualization and analysis. Utilized React, Redux, ChartJS, Gulp, Babel, and other frameworks; written in ES7 Javascript, LESS, and Jade.

## EDUCATION

### University of Maryland — *Mathematics, Computer Science*

SPRING 2016

Notable focuses include Computational Methods, Abstract Algebra, Machine Learning, and Full Stack Engineering.

## SKILLS

Experienced with **front-end development**, including with Polymer, Angular, React, React Native, Redux, and Typescript..

Experience building **REST APIs** with a **Golang microservice architecture**, as well as **SQL** and **NoSQL** databases.

Passion for **UX-driven development**. Worked 1-1 with UX designers to iterate on mocks and develop features with the user in mind.

Adept at **designing for accessibility**.

Capable with **Git and Gerrit**.

Knowledgeable about maintaining and improving **build systems** in Bazel and Gulp.

Skilled with **project management**, including roadmapping, bug tracking, conducting meetings and postmortems, and giving presentations.

Trained in **collaboration and management**, both remotely and in person.

Proficient at authoring and reviewing **design docs**.

Some training in **Tensorflow**.