

Kasper Nilsson

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EXPERIENCE

Waymo, San Francisco, CA — Software Engineer

Fleet Infrastructure

NOVEMBER 2018 - PRESENT

Full stack engineer building tools to help scale the autonomous fleet with Angular, Dart, and C++, as well as a Spanner (SQL) database.

Notable projects include tooling for car routing, data gathering, and car capabilities management and process optimization -- am responsible for all autonomous miles gathered in San Francisco.

Google, San Francisco, CA — Software Engineer

Query Debugger (Product)

NOVEMBER 2018 - FEBRUARY 2019

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 >7k hours on the tool per month.

Focused on increasing productivity for non-technical users. Notable launches include bulk debugging of queries and a tool for rating experiments that eventually fully automated the job.

PolyGerrit

AUGUST 2016 - NOVEMBER 2018

Full stack engineer and maintainer for the open source Gerrit Code Review using Web Components, Java, and Bazel. Hosted version of the project is currently live to >70k MAU and is the chosen tool of Chrome and Android, as well as SAP, Ericsson, and the Eclipse foundation externally.

Notable projects include designing new user onboarding and building a web-based code editing flow. 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 data dashboard for visualization and analysis. Utilized React, Redux, 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, Vue, 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**.