

Kavya Kumar

Software Engineer

tellkavya@gmail.com

www.kavyakumar.com

LinkedIn

GitHub

Experience

Frontend Software Engineer | Lyell Immunopharma

November, 2019 - April, 2022 / San Francisco, CA

- Led frontend development to automate experiment workflows which analyze data for cell-based cancer treatments
- Proposed and implemented integration of Google Analytics to track user statistics and monitor usage
- Developed an analysis platform with React/Redux to process plate based arrays and visualize data with VictoryChart library, which reduced scientist workload by 25%
- Advocated for better testing culture by spearheading UI testing using Cypress.io to automate end to end testing
- Architected and built a TypeScript/ React web application to track metadata management and enable data traceability for flow cytometry experiments
- Championed migration to TypeScript from JavaScript to write boldly typed applications and minimize user error
- Built UI component library to produce reusable components and streamline frontend design

Systems Engineer | Agena Bioscience

May, 2016 - April, 2019 / San Diego, CA

- Collaborated with engineers to develop, verify, and validate new products in compliance with ISO 13485 and 9001
- Executed integration and software testing to verify functionality of clinical products and reviewed validation test plans prior to new product launch

Education

B.S. Chemical Engineering | University of California, San Diego

2012-2016 / La Jolla, CA

- Graduated with Provost Honors

App Academy

2019 / San Francisco, CA

- 1000-hour immersive full-stack web development intensive with <3% acceptance rate

Projects

Dotify (React/Redux, Rails 5, HTML5, CSS3, AJAX)

[live](#) | [github](#)

- Designed an intuitive music player by leveraging React Audio Player and AWS S3 to fetch audio data and stream music in real-time.
- Utilized RESTful API to implement playlist feature which performs CRUD operations

HypnoSpace (JavaScript, three.js, Web Audio API, AnalyserNode)

[live](#) | [github](#)

- Utilized three.js library to create and display animated 3D background and decrease graphic rendering lag.
- Designed dynamic data-visualizations with Javascript implemented algorithms based on any audio upload from the user by collecting frequency data repeatedly and drawing a "winamp bar graph style" output of the current audio output.

Skills

Frontend

TypeScript,
JavaScript,
HTML5,
CSS3,
Node.js,
React,
Redux

Other

Python (learning),
Ruby,
Ruby on Rails,
AWS,
Git (Version Control)

Tools

Frontend

Webpack,
Cypress.io,
Percy.io,
Parcel,
InVision,
AVA,
StoryBook,
ES6