

# Kevin Yeh

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## EDUCATION

2012 – 2016	<b>University of Texas at Austin</b> G.P.A. 3.97   Major 4.0   B.S. / M.S. Computer Science   Film Studies Minor
COURSEWORK	<i>Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP, Wireless/Sensor Networking, Computer Vision and 3D Reconstruction, Physical Simulation and Animation for Computer Graphics</i>

## WORK EXPERIENCE

<b>NAVA PBC   Engineering Lead (Paid Family and Medical Leave, Massachusetts)</b>	1/20 - pr.
<ul style="list-style-type: none"><li>Led infrastructure engineering across three different teams, working with the state of Massachusetts to stand up a new PFML program. Worked with teams to establish groundwork for a new AWS account and environments. Built CI/CD standards for teams using Github Actions, and collaborated with stakeholders across multiple executive offices to design an operational model for the Claimant &amp; Employer Portal and API applications, including release management, monitoring and alerting, security and compliance, and incident response processes.</li><li>Led full-stack Next.js and Flask feature development to digitize the Appeals process, improve leave administration tooling for employers, and drive efficiency improvements for the Contact Center and mailroom.</li></ul>	
<b>NAVA PBC   Tech Lead (Quality Payments Program, Medicare)</b>	3/18 - 12/19
<ul style="list-style-type: none"><li>Co-led a re-architecting of the program's data analysis pipelines using Spark/Scala as an embedded technical and policy implementation SME on an external contracting team.</li><li>Led migration of application and ad-hoc task infrastructure to ECS Fargate, including CI/CD pipelines, developer tooling, and operational processes.</li><li>Worked closely with stakeholders and external teams to build in-house expertise in modern cloud infrastructure and replicate Fargate patterns across new and pre-existing projects.</li><li>Pushed for maintenance and performance improvements to Jenkins CI/CD and build processes, including containerization of master/workers to simplify plugin &amp; version upgrades and improve worker autoscaling.</li></ul>	
<b>KICKSTARTER   Platform/Payments Engineer (2016), Payments Lead (2017 - Feb 2018)</b>	5/16 – 2/18
Designed and built a low-latency recommendations service on top of Dropwizard & Kinesis. Provided close mentorship for Data team to build a new Latent Semantic Index model and a robust blending/weighting pipeline. Helped support and design tracking and experiments. Collaborated closely with Devops to develop a stable, reliable, and observable microservice infrastructure running on Docker via ECS + CFN and monitored via Telegraf/InfluxDB/Grafana and ELK. Built and open-sourced an InfluxDB Dropwizard metrics integration library. Supported Data team in bootstrapping a followup classifications service for CS tickets and message spam.	
As part of a two-member team:	
<ul style="list-style-type: none"><li>Shared tech lead responsibilities, planning team roadmaps and sprints and leading a push for improvements in clarity and reliability of the payments infrastructure using type contracts, STI-to-MTI migrations with improved data integrity and usability, streamlined transaction and ID verification flows, explicit separations of data/logic concerns and reduced side-effects, improved API consistency and resiliency, and more visibility and accountability for test coverage and style guidelines.</li><li>Led efforts to improve payments support flows for CS+Integrity+Data+Product, improving cross-training, documentation, diagrams, &amp; triage procedures and surfacing better paper trails for transactions, requests, and card authorizations.</li><li>Worked closely with Stripe and Finance to develop Drip's monthly and ad-hoc subscriptions payments infrastructure, building out an observable and financially-accountable infrastructure with an emphasis on clear, common mixins for easy extensibility, clean integration and migratability for legacy infra, and future microservice extraction.</li><li>Supported Japan launch, handling non-decimal currencies and strict JP identity and compliance requirements.</li><li>Supported + led cross-team Rails 4.2 &amp; 5.0 upgrades for our payments and monorails applications.</li><li>Implemented creator watchlist and sanction checks, communicating heavily with third-party vendors and project stakeholders on project status, roadblocks, and product and legal questions regarding kanji translation reliability and support.</li><li>Migrated video pipeline to HD encodings with adaptive streaming support.</li></ul>	
<b>MONGODB   Drivers Team</b> – Built the MongoDB Rust 1.0 driver, hosting and presenting at Rust NYC.	5/15–8/15
<b>CEREBRI   Android Developer</b> – Architected the Austin211 pilot Android app, empowering call centers with IBM Watson by connecting users to social services. Partnered with United Way and seed-funded by IBM.	1/15–5/15
<b>GEO TRELLIS   FB Open Academy Developer</b> – Integrated Apache Spark + Cassandra support into a high-performance geospatial data processing engine and fixed issues in the Scala framework library.	1/15–5/15
<b>AMAZON   RDS Team</b> – Integrated DynamoDB support into RDS backend; designed and developed the database and framework for non-invasive protection and restoration of deleted RDS instances.	5/14–8/14
<b>BLASTRO NETWORKS   Android Developer</b> – Updated API, JSON parsing, bitmap caching, and networking procedures for performance and portability to smartphones, tablets, and connected TV; rebuilt the UI/UX and deprecated code structure using Honeycomb / ICS APIs and libraries; developed custom resources, swipeable fragments, and variable-width GridViews with headers; implemented synced accounts, playlists, video ads, and FB integration.	2/13–1/14
<b>PERSONAL + ACADEMIC RESEARCH</b>	
<b>HACKTX</b>	As director of innovation, built creative solutions to improve education, diversity, and overall experience for 700+ attendees: infographical outreach (D3, CartoDB), hardware education, open-sourced motorized robots and light-sensitive instruments, 3D printing tutorials, and Slack-integrated mentorship and voting systems.
<b>NOMAD</b>	An optical-flow and feature-based tracking system for painting and motion-tweening 2D details into 3D environments (Paperman-style) + perspective mapping modeled structures into non-planar AR environments.
<b>NAO-GRAV</b>	Taught stability actions to humanoid robots using auto-gravity compensation and keyframe-based learning.
<b>PSC</b>	Leveraged deep-linked, cross-domain, bilingual phrase alignments for sentence compression.