Kevin Yeh

kevin@kevbk.com ● (718) 310-7587
kevbk.com ● github.com/kyeah

EDUCATION

2008 – 2012	**Stuyvesant High School**	
	CS Average: 97.8	NY Specialized High School Degree	
2012 – 2016	**University of Texas at Austin**	
	G.P.A. 3.97	Major 4.0	B.S. / M.S. Computer Science	Film Studies Minor	
COURSEWORK	*Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP, Wireless/Sensor Networking, Computer Vision and 3D Reconstruction, Physical Simulation and Animation for Computer Graphics*	

WORK EXPERIENCE

NAVA PBC | **Infrastructure Lead (Paid Family and Medical Leave, Massachusetts)**   1/20 - pr.

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 & Employer Portal and API applications, including release management, monitoring and alerting, security and compliance, and incident response processes.

NAVA PBC | **Tech Lead (Quality Payments Program, Medicare)**   3/18 - 12/19

Reliability, security, and tooling within QPP/Medicare.

- Established infrastructure and tooling for ECS and ECS Fargate.
- Ran knowledge transfer sessions and worked closely with stakeholders and external teams (Fargate)
- Worked as an embedded engineer on an external team to rewrite a data pipeline using Spark/Scala.

KICKSTARTER | **Platform/Payments Engineer (2016), Tech Lead (2017 - Feb 2018)**   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:

- 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.
- Led efforts to improve payments support flows for CS+Integrity+Data+Product, improving cross-training, documentation, diagrams, & triage procedures and surfacing better paper trails for transactions, requests, and card authorizations.
- 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.
- Supported Japan launch, handling non-decimal currencies and strict JP identity and compliance requirements.
- Supported + led cross-team Rails 4.2 & 5.0 upgrades for our payments and monorails applications.
- 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.
- Migrated video pipeline to HD encodings with adaptive streaming support.

MONGODB	**Intern (Drivers Team)** – Built the MongoDB Rust 1.0 driver, hosting and presenting at Rust NYC.	5/15–8/15
CEREBRI	**Android Developer** – Architected the Austin211 pilot Android app, empowering call centers with IBM Watson by connecting users to social services. Partnered with United Way and was co-funded by IBM.	1/15–5/15
GEOTRELLIS	**FB Open Academy Developer** – 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
AMAZON	**Intern (RDS Team)** – 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
BLASTRO NETWORKS	**Android Developer** – 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

PERSONAL + ACADEMIC RESEARCH

HACKTX	As director of innovation, built creative solutions to improve education, diversity, and the hacker experience at a 700+ student overnight hackathon: infographical outreach (D3, CartoDB), hardware education with LED throwies and wifi-enabled LED strips, open-sourced motorized robots and light-sensitive instruments, 3D printing tutorials, and Slack-integrated mentorship and voting systems.
NOMAD	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.
NEURAL STYLE	Independent understudy research on the genetic evolution of aesthetically-pleasing fractals using crowd-sourced demonstrations, CNNs, and observable mathematical structures in strange attractor equations. 2013-16.
LITETURN	Gesture-controlled cyclist turn lights using Myo/smartwatches, Spark Core, GPS bearings, and accelerometers to automate your lights and improve road awareness. HackTX 2014 (3rd place), CS386W (Best research project).
CODEBENCH	A StackOverflow variation that ranks solutions via performance benchmarks. Node.js/PostgreSQL with Docker/Redis/RabbitMQ upgrades. HackTX 2013 / FB Hack 2014.
SUPER O.B.	A 3D Physics-based racing/puzzle game inspired by Super Monkey Ball and presented to industry professionals at Digital Demo Day 2014. Led a team of 4 to finish in 5 weeks, implementing a dynamic level- and mesh-building scripting language w/ single-player leaderboards and 4-player online matchmaking support.
NAO-GRAV	Teaching stable actions to humanoid robots using auto-gravity compensation and keyframe-based learning.
PSC	Paraphrase-based sentence compression using deep-linked, cross-domain, bilingual phrase alignments.