

Kevin Chavez

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Experience

SOFTWARE ENGINEERING

Facebook

(Feb 2018 - Present)

Software Engineer - Web Platform

Web Speed Team

- * Drove the Typing Experience workstream involving engineers across the company. Developed our **typing responsiveness metric** and improved it for millions of users. Refactored core parts of text input for reliability and performance.
- * Volunteer **lead of Draft.js**, the **seventh most starred open-source project** on Facebook's Github organization.
- * Designed, planned and built the **new client-side web tooling platform**. After initial success with facebook.com, ported to Workplace, Ads Manager and other Facebook websites.
- * Implemented **12 different tools** on said platform. Use-cases include viewing, debugging and/or managing feature flags, JS exceptions, initial-load performance, server-side rendering, performance traces, etc.
- * **Helped 4 other teams** develop for said platform. Use-cases include viewing, debugging and/or managing app state, real-time messaging, product experiments, ad-impression logging, etc.
- * Implemented various other internal tools and systems.

Facebook

(Summer 2017)

Software Engineering Intern

People Products Team

- * Built a **full stack web tool** to manage intern/mentor pairings. First tested **by intern coordinators** managing the Winter 2017 internship program.
- * Iterated quickly, **working closely with designers and coordinators** to guide the implementation.

Square

(Summer 2016)

Software Engineering Intern

Production Engineering Team

- * Wrote CLI tools to image and **validate server configuration** across the thousands of servers in the fleet.

Tumblr

(Summer 2015)

Software Engineering Intern

API Engineering Team

- * Supported app teams **ship features** by implementing the API layer for them.
- * Built the pipeline powering instant-message notifications. It processed over **9 million push notifications** in the first 2 days after release.

TEACHING ASSISTANT

• **Functional Programming (CS 3110)**

(Spring 2016 - Fall 2017)

Held office-hours and helped with grading. Extended the auto-grader to all problem sets, (**OCaml and Coq** projects). This has helped the course scale to hundreds of students.

• **Introduction and Practicum in Operating Systems (CS 4110/11)**

(Fall 2016, Spring 2017)

Held weekly office hours and helped with grading.

Education

CORNELL UNIVERSITY, COLLEGE OF ENGINEERING

- Master of Engineering in Computer Science.

(Grad. Dec 2017)

CORNELL UNIVERSITY, COLLEGE OF ARTS AND SCIENCES

- Bachelor of Arts in Computer Science (Computing in the Arts minor).
- Jonathan E. Marx Senior Prize, Cornell Computer and Information Science.
- Deans List on several occasions.
- Select courses: *Practicum in Compilers, Programming Languages & Logics, Practicum in Computer Graphics, Practicum in Operating Systems, Data-Driven Web Applications, Digital Media.*

(Grad. May 2017)

Leadership, Mentorship, D&I

Under-Represented Minorities in Computing

(2016-2017)

Co-Founder, Co-President, Graduate Advisor

- * **Founded and led the organization.** It is now one of the most important undergrad CS student groups in Cornell.
- * Landed the organization's first corporate sponsors. Built its first branding image, website. Recruited new members, **defined the mission, values.**
- * Organized **mentorship, community and career events.**

Open Source Cornell · *Officer*

(2014-2017)

- * Helped run club meetings, community projects.

Association of Computer Science Undergraduates · *Academic Team Officer*

(2015-2017)

- * Helped organize and execute projects and events.