

Travis Kaufman

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Extended resume available at <https://www.linkedin.com/in/traviskaufman-thedeveloper/>

EXPERIENCE

Meta (Facebook), New York, NY — Senior Software Engineer (Data Infra, UI Performance Pod)

OCTOBER 2021 - PRESENT

- Defined and drove roadmap for frontend performance and reliability, enabled first-ever SLIs for critical internal tool
- Lead and launched multi-team, multi-month backend-frontend integration for data gateway
- Revamped team on-call process by creating automated runbooks and training the team on incident response
- Advocated for data-informed analyses of performance standards, influencing org-wide governance initiative
- Found and fixed foundational performance issues, e.g. eliminating redundant viz library calls (1% CPU saved)
- Provided React and JavaScript expertise to the team (example: tech talks on JS profiling and flame graph analysis)

Hyperplane (YCombinator W21), New York, NY — CTO + Co-Founder

NOVEMBER 2020 - AUGUST 2021

- Built an end-to-end system for multicasting 3D content using THREEJS, WebGL, Unity, C#, and C++
- Conducted over 200 interviews with customers and creators to create our product strategy
- Created and managed technical infrastructure for media streaming on AWS using Lambda, API Gateway, and S3
- Handled payroll, taxes, bookkeeping, and budgeting for the company

Bloomberg, L.P., New York, NY — Front-end Architect (Independent Contractor)

JULY 2019 - NOVEMBER 2020

- Designed, developed, and implemented front-end applications using TypeScript, React, and NodeJS
- Contributed core UI components to the company's internal design system library
- Built the entire development pipeline from the client code through automated testing, CI, and CD
- Created a custom E2E testing framework resembling Cypress using Puppeteer and WebDriver APIs
- Instituted agile practices such as sprint planning, backlog grooming, pointing, and retros
- Trained the team on React, TypeScript, UI Testing Frameworks

Google, New York, NY — Front-end Software Engineer (Material Design / Google Cloud)

AUGUST 2015 - JULY 2019

- Lead a cross-functional, distributed team to ship Material Design's first official open-source component library
- Authored all open-source documentation and tutorials, including a Codelab that was featured at Google I/O 2017
- Mentored junior engineers, including one who wound up building one of our most advanced components
- Implemented cross-browser testing infrastructure to ensure stability and responsive design conformance
- Architected Google Cloud's UX BI dashboard using TypeScript, Angular, HTML5, LESS CSS, and d3.js
- Refactored our REST API to use an asynchronous architecture, reducing tail page load latency by over 70%
- Taught course on RxJS to over 50 Googlers on Cloud Console on how to use RxJS effectively
- Served as a teaching assistant for Google's Machine Learning Crash Course

EDUCATION

New York University, New York, NY — B.A. Music, CS Minor

2009 - 2013