Travis Kaufman

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EXPERIENCE

Meta (Facebook), New York, NY — Senior Software Engineer

OCTOBER 2021 - PRESENT

- Drove reliability initiatives for multi-billion dollar core auction and pacing algorithms (C++, Python)
- Spearheaded a 10-person XFN incident prevention initiative, including building and launching 2 new products
- Lead a 5-person team to implement a suite of analytics products using React, Hack, Python, and Presto
- Collaborated with product and key eng partners to define our team's roadmap, KPIs, and operating procedures

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 Puppetteer and WebDriver APIs
- Insitituted agile practices such as sprint planning, backlog grooming, pointing, and retros
- Trained the team on React, TypeScript, UI Testing Frameworks

Google, New York, NY — Software Engineer

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