

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: Application Health Infrastructure

OCTOBER 2021 - PRESENT

- Rebuilt UI and data infrastructure for our analytics product, resulting in a 90% decrease in error rates
- Single-handedly defined, designed, and implemented a regression prevention initiative within our organization, resulting in an addition of the initiative to the org's strategic roadmap.
- Mentored junior engineers in both software development and product development, resulting in the successful delivery of their key projects. "Every time we speak, I learn something new" – Quote from a mentee
- Lead a team of managers and senior ICs to organize our department's Q3 offsite in NYC

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

NOVEMBER 2020 - AUGUST 2021

- Invented and built a binary file format for streaming media assets and recreating them in the browser
- Created a JavaScript media player SDK from the ground up for playback of 3D content, based on Dash + Chromium's implementation of the <video> element, using highly optimized ThreeJS code
- Implemented a custom parser in Unity for ingesting video game opcodes
- Architected a media playback and streaming infrastructure on AWS
- Forked and modified Mozilla Hubs to allow embedding and playing back 3D videos for our live arenas
- Built a custom GLTF loader for ThreeJS to synchronously parse models by preloading all dependent assets on a background thread

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

JULY 2019 - NOVEMBER 2020

- Designed, developed, and implemented front-end applications used for identity and access management
- Partnered with the company's core UI component library to develop and extend the framework to suit the needs of the business
- Created a reusable component architecture, implemented the entire development pipeline from the client code through automated testing, CI, and CD
- Provided UX training and guidance to the team
- Trained the team on React, TypeScript, and the latest modern frontend technologies to ensure long-term maintainability

Google, New York, NY — 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, specializing in assisting colleagues with practical computer vision problems.

EDUCATION

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

2009 - 2013