

# KAI WEI

Palo Alto, CA | (510) 604-1381 | [weikai77@gmail.com](mailto:weikai77@gmail.com) | <https://www.linkedin.com/in/kaiwei>

## Goal

Software engineer role on a product team building LLM-powered applications.

## Professional Summary

Software practitioner (first as a software engineer, and later as an engineering manager) with experience at various stages of tech companies including LinkedIn, Uber, and Google. The arrival of LLM / Generative AI rekindled my passion for building software after I was getting bored with the daily repetitive grind in tech. I believe this new technology is unlocking a new paradigm of problem solving, and I am looking for opportunities to contribute to this revolutionary journey while having fun with it.

Learn more about me at <https://whoiskai.onrender.com>.

## Work History

### Engineering Manager

Google / YouTube

Jan 2022 - Present

Mountain View, CA

Leading a team of 10+ engineers on YouTube Nitrate Data & ML, working at the intersection of data, ML, and infrastructure.

- Nitrate is a promotional platform for driving paid product growth and feature usage across product teams at YouTube. The Nitrate Data and ML team's mission is to use data and machine learning to maximize Nitrate's impact through inventory optimization and audience targeting.
- Led the team to increase YT paid products operating income by 2+% through the launches of a new inventory management system, improved ML models, and critical campaign launches such as Sunday Ticket and Prime Time Channels. In addition, we improved the Nitrate platform's promo efficiency by 10+% through the launch of min performance filters.
- Developed strategic roadmaps, grew the team by hiring the right talent for the right roles (made 6 hires in 3 years), and supported the career progression of high performers by aligning them with high impact opportunities (6 successful promotions in 3 years).

**Engineering Manager**

CloudKitchens (aka City Storage Systems)

Jul 2020 - July 2021

Mountain View, CA

Led a team of 10+ high performing engineers building a business of "growth as a service for digital restaurants".

- Helped define the product, technical, and organizational vision for the team.
- Grew the tech team (eng/DS/PM/design) by 3x and supported a 15x business growth in the first 11 months.
- Wore multiple hats, including filling the gap of product management and product operations.
- Introduced lightweight processes and structure to streamline team operation.
- Collaborated closely with stakeholders in operations, international, and platform engineering.

**Engineering Manager**

Uber Eats

Jan 2018 - Jul 2020

San Francisco, CA

From August 2019 to July 2020, I led the Eater Engagement Pricing eng team (of ~20 engineers) at UberEats. We built pricing products that influenced our users' behavior for the benefits of sustainable business growth and marketplace efficiency. We were a full stack engineering team that tackled problems at the intersection of product experience, distributed system, and data/ML.

From Jan 2018 to July 2019, I led the Courier Trip Experience eng team at UberEats. We built across the UberEats app and our courier app to help our delivery partners fulfill deliveries. We were a full stack engineering team that built mobile features as well as the backend services/intelligence that power these features. I managed this team and worked closely with cross-functional partners in product/DS/design/prodOps/etc as well as stakeholders across UberEats and Uber to execute our roadmap.

On both teams, I was responsible for:

- Growing the team size by 2-3x
- Building processes and structure to streamline team operation
- Developing product and organizational vision for the team
- Empowering the team on execution and shipping products

**Engineering Manager**

Uber

Jan 2016 - Jan 2018

San Francisco, CA

Led the Realtime Locations team within Marketplace. My team built services and solutions on the real-time locations data of Uber drivers and riders, including:

- Real-time location-based indexes of Uber marketplaces to power supply/demand matching.
- Foundational solutions for real-time location-based configuration needs across Uber.
- Always-on location data store and pipeline.

## **Senior Software Engineer II**

Uber

Dec 2014 - Dec 2015

San Francisco, CA

Worked on multiple generations of the real time dispatch system. Built Uber's first production-grade, high-QPS Golang service ([link](#)).

## **Staff Software Engineer**

LinkedIn

Jul 2012 - May 2014

Mountain View, CA

Member of the ad serving platform team. Grew into a technical lead role over time.

- Led the design and implementation of a forecasting pipeline, which combines offline/online processing to deliver fast on-demand forecasting over high-dimensional data. This pipeline was built to be generic and has at least three use cases deployed in production.
- Led the design and implementation of supply forecasting for sponsored updates. Built on top of the forecasting platform, this forecasting application had to account for special business logic like frequency capping and competition.
- Led the design and implementation of budget pacing, a mechanism for achieving optimal temporal distribution of an ad campaign's budget spend for the benefits of higher advertiser ROI and overall revenue for LinkedIn. Co-authored a paper ([link](#)) on budget pacing which became a foundational paper in real-time ads bidding.
- Worked on various aspects of the ad serving system, including frequency capping, tracking, and much more.

## **Senior Software Engineer**

LinkedIn

Mar 2010 - Jul 2012

Mountain View, CA

Member of the Jobs engineering team. Worked on various features on the job seeker and job poster experiences on LinkedIn.

## **Principal Software Engineer**

Motorola Mobility (via acquisition of Good Technology)

Feb 2008 - Mar 2010

Sunnyvale, CA

Member of the MOTOBLUR engineering team that built backend cloud services for Motorola's first Android phones.

## **Senior Software Engineer**

May 2005 - Feb 2008

Good Technology

Santa Clara, CA

Worked on a web-based management console for enterprise software using Java technologies.

## Education

MS in Computer Science

University of California, Berkeley

Berkeley, CA

MA in Transportation Planning and Geographic Information Systems

University of California, Berkeley

Berkeley, CA

BS in Urban and Environmental Sciences

Peking University

Beijing, China

## Certifications

Generative AI with Large Language Models

Coursera

2025

TensorFlow 2 for Deep Learning Specialization

Coursera

2021

Deep Learning Specialization

Coursera

2021