

Josh Kellerman

<https://www.joshuamk.com/engineering>

EXPERIENCE

Back-End Independent Consultant

Nov 2023 — Present

Self-Employed – New York City, NY

- Consulted on team building, website architecture (API, Cloud Services, Containerization, Microservices, Websites)
- Consulting and code reviews, no actual production coding done
- Various very small companies, NY and CA

Video Capture Team, Principal Backend Engineer

Sept 2022 — Sept 2023

Echo360 – Washington, D.C.

- Project lead – Spearheaded, architected, developed video chaptering micro-service MVP for customer evaluation in Scala / Play Framework. Docker, Kubernetes and Distributed Systems.
- Debugged problem with AWS SQS sending double messages and triggering processes twice, architected solution that used indicator message with timestamp as key to prevent double sending.
- Project lead – Upgrade video recording to four channels from hard-coded two
 - Website monolith upgrade data structures – Scala
 - Video processing AMI upgrades – Scala and Java
 - Websockets API upgrade - GoLang
 - User Interface (electron app) upgrade – ReactJs
 - Capture Client upgrade – C / CPP

Health and User Experience, Senior Software Engineer

Sept 2020 — June 2022

Twitter – San Francisco, CA

- Migrated Twitter Abuse Reporting Flow to entirely new architecture in Scala
- Spearheaded, designed, and implemented social Graph Edge TTL system in Hadoop, Kafka, AWS Lambda
 - Expires social connections (SmartBlocks) automatically after n days
 - Instrumental for 2021 shipment of Safety Mode feature to VIP users
 - Currently serving Twitter's 36 million active monthly users
- Designed and implemented Smartblocking User Timeline back-end. Worked with SocialGraph team to create a custom Timeline Mixer.
 - Written in Thrift (schema), Scala, and React.Js / Redux
- Architected and implemented a dashboard in Python, React, and Redux for generating per-team high-priority Deployment and Workflows KPIs across the Twitter Health organization.
 - Written in Python (Flask) and React.Js / Redux
- Architected and implemented a method of data extraction for the Twitter Ecosystem, tracking Workflows and Commits per-team, then sending the metadata to BigQuery and an in-house instance of the Google Four Keys project.
 - Written in Thrift, Docker / Kubernetes (Distributed Systems), BigQuery, Cloud Run, Python, Bash, Aurora / Mesos, and Strato (in-house Lambda)
 - Pulled data from Phabricator and Workflows
- Entire team of eight engineers let go without warning during Elon Musk bid, late July 2022.

Senior Software Engineer

2018 — 2019

Mosaix.ai – Palo Alto, CA

- Hired, mentored, and trained team members in NLU (research) and API teams
- Re-architected NLU engine and saw a substantial gain in quality of service (4000% overall application query throughput, stability increased to 100% up to 20 concurrent requests with > 50% reduction in query latency)
- Built out testing / debugging / logging framework for components in API and NLU engine. Identified bottlenecks. Increased server throughput, reliability, stability. Set up cloud-based common development back end for NLU Engine to ensure consistency among developers.

- Designed, prepared data for, updated and trained machine learning ranking models, knowledge graph for Spotify data. 200% higher coverage and 2-3% higher accuracy.
- Rebuilt the cache / Recommendations engine for tight deadline. Now fluidly serving hundreds of thousands of Arabic and Hindi requests daily as end-users are using the product. About 400% faster.
- Lead for "text analysis" components service for NLU engine where customers can buy use of any one micro-service. Evaluated for end-users' use by a top-10 worldwide company.
- Integrated Dockerized Python as micro-service into the NLU Engine to host PyTorch as well as Stanford NLTK
- Oversaw / advised design of data structure and edges for Wikidata scraping for Personal Assistant SDK.
- Designed and helped implement blacklisting system for offensive content, keyed by country and language.
- Business logic such as third party API business components, rate limiter, recommendation engine
- Used Python, Java, Scala, Typescript, JavaScript, Redis, MySQL, C++, Bash, Ubuntu & Alpine Servers on AWS and Google Cloud Platform

Consultant (part time)

2018 — 2020

Yubico – Palo Alto, CA

- Video Production and Website Engineering consulting

Lead User Experience Engineer

2017 — 2018

Yubico – Palo Alto, CA

- Oversaw research, design, and implementation of UX / UI on desktop/mobile, web applications, media
- Spearheaded remake of the Windows Login Tool through UX research
- Designed a common User-Flow experience **for all of U2F (FIDO 2) web-facing apps**, for technology partners
- Implemented a task-oriented intake system that interfaces with other departments and stakeholders
- Main point of contact and project owner for Web Team, specializing in interdepartmental communication
- Involved in the planning and implementation of website architecture based on Magento API, NodeJS / Express.js, Docker, Kubernetes, SCSS, Webpack, React with Redux store and Jest.
- Redesigned and implemented UI for YubiKey Manager 1.0.0 in QT Creator and QML, and Python
- Expanded web team by hiring on and leading additional team members

Web Developer (Full Stack)

2016 — 2017

Yubico – Palo Alto, CA

- Promoted within first six months after demonstrated engineering ability
- Actively served as full stack lead developer and code maintainer of Yubico's website
- Lead developer on a project to redesign Yubico's online store, resulting in major performance increases
- Served as a Lead QA for the migration of Yubico's website to a dedicated, Yubico designed hosting platform
- Lead the development of Yubico's Facebook-specific integration page during a weeklong sprint
- Tasked with scaling Yubico's online presence with server resources in preparation for anticipated spikes in load
- Designed and implemented a full-stack, secure order portal for a large Silicon Valley company

Front-End Web Developer / Designer

2015 — 2016

Yubico – Palo Alto, CA

- Working internally with Yubico's CTO and Head of R&D, engineered the **YubiKey for Windows Hello** application
 - This was one of the first applications built to take advantage of the Windows Companion Device Framework
 - This application was displayed on stage during the Microsoft Ignite 2016 keynote
- Served as director/editor for all Yubico created marketing video content and imagery
- Prototyped, designed and developed Yubico's "Solutions Integrations" page in D3.JS and JQuery
- Developer, designer, and code maintainer of Yubico's website – Wordpress / WooCommerce with custom theme

SKILLSETS

Natural Languages

English, French (Level B2/C1), Functional Spanish

Engineering and Project Management

AGILE, SCRUM, Kanban, Code Reviews, Scoping, Story Points, etc.

Back-End Development

Functional, Reactive, and OO Programming; API Design; GraphQL; Docker; Kubernetes; CI/CD

Data Pipelines, Streaming / Messaging, and Databases

Hadoop, Kafka, SQS, BigQuery, SQL, Postgres, DynamoDB, MongoDB, Redis, Stitch / Spark equivalent, Elasticsearch

Testing

Unit, Integration, and Functional Testing Frameworks; Mocking Functions and Data Structs; Full Code Coverage

Languages

Scala, Java, C#, CPP, C, Python, Typescript / Javascript, GoLang, Bash

Scala Frameworks – Finagle / Finatra, Play, Cats

Python Server and ML Frameworks – Flask, NumPy, Pandas, Pytorch, Keras, PyTest

Javascript Front End – Node.js, Jest, React/Redux, ExpressJS

EDUCATION

COLUMBIA UNIVERSITY IN THE CITY OF NEW YORK, New York, NY, USA

Masters in Fine Arts, 2019 – 2023

WISCONSIN CENTER FOR ACADEMICALLY TALENTED YOUTH INTERNSHIP, Madison, WI, USA

Web Programming and Graphic Design Professor, 2015

UNIVERSITY OF WISCONSIN-MADISON, Madison, WI, USA

BA in English / Computer Science, 2014

6 semesters taken in French (not quite a Minor)

Study abroad in 2013-14 in France and attended Grande École Sciences-Po : Aix-en-Provence

PORTFOLIO

My web portfolio with video, engineering, and UX samples can be found at

<https://www.joshuamk.com/engineering>