

Kevin Yeh

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WORK EXPERIENCE

NAVA PBC | Principal Engineering Lead

Feb. 2023 - present (2 years)

- Current technical contract lead for Maryland's Paid Leave program (MD FAMLI), providing coaching for team leads and supporting roadmap planning, management, hiring, and development across multiple workstreams from ground-zero, including the MD employer portal, backend staff administration, financial pipelines and integrations, and production monitoring and operations.
- Led engineering for multiple FHIR API teams within Medicare's Data Analytics and Strategy Group (DASG). Established organization-wide engineering practices and collaborated with leadership to drive team roadmaps; streamline feature lifecycle processes from ideation to production; and improve operations and customer engagement for serving claims data for 63 million enrollees.
- Led high-visibility initiatives to bring the Data at the Point of Care (DPC) program from pilot to production, building alignment between multiple program stakeholders, leads, and engineers to modernize existing **Dropwizard (Java)** API microservices and build a new healthcare provider portal using **Ruby on Rails** with remote identity proofing and automated provider verification.
- Drove initiatives to improve consistency, reuse, automation, and collaboration across four teams managing FHIR API systems and data pipelines using **Go** and **Lambda**.
- Provided infrastructure guidance for Nava platform initiatives and other contracts, and contributed engineering guidance, templates and resources back to the wider Nava organization.

NAVA PBC | Senior Engineering Lead

Jan. 2020 - Feb. 2023 (3 years)

- Led infrastructure engineering for the MA Department of Paid Family and Medical Leave (DFML). Developed relationships with stakeholders across multiple executive offices and contracting agencies in the state of Massachusetts to stand up the new agency and program.
- Worked with the MA technical executive office to advance state-wide **AWS** security, compliance, and **terraform** practices as part of account setup and buildout, and built CI/CD standards for teams using **Github Actions**.
- Designed backend integrations with multiple internal eligibility, payment, and claims processing systems, and developed an operational model for the Claimant & Employer Portal and API applications, including release management, monitoring and alerting, security and compliance, incident response, and service desk coordination.
- Drove the buildout of two new teams (the Infrastructure and Operational Support teams) including: hiring and onboarding for 9 engineers; development of team boundaries and responsibilities; prioritization of roadmaps; and operationalization of day-to-day processes.
- Led full-stack **Next.js (React)** and **Flask (Python)** features to digitize the Appeals process, improve leave admin tooling for employers, and drive efficiency improvements for the Contact Center and mailroom.

NAVA PBC | Tech Lead

Mar. 2018 - Dec. 2019 (2 years)

- Rearchitected the Quality Payment Program's (QPP's) bulk data analysis pipelines using **Spark/Scala** as an embedded technical and policy implementation expert on an external contracting team.
- Led migration of application and ad-hoc task infrastructure to **ECS Fargate**, including CI/CD pipelines, developer tooling, and operational processes.
- Worked closely with stakeholders and external teams to build in-house expertise in modern cloud infrastructure and replicate **Terraform** and Fargate patterns across new and pre-existing projects.

KICKSTARTER | Payments Lead

Jan. 2017 - Feb. 2018 (1 year)

- Drove clarity and reliability improvements for on-demand **Rails** payments architecture by introducing type contracts; streamlining transaction and ID verification flows; remodeling the database for data integrity and usability; improving API consistency and resiliency; and making test coverage and style guidelines more visible and accountable in the development process.
- Developed the payments architecture for Drip, a new site for monthly and ad-hoc subscriptions. Worked closely with **Stripe** liasons and Finance to build an observable and financially-accountable system with an emphasis on event-sourcing + designing mixins for easy extensibility; ability to migrate legacy payments systems; and future microservice extraction.

- Led efforts to improve payments support flows for Support+Integrity+Data+Product teams, improving cross-training, documentation, diagrams, & triage procedures and surfacing better paper trails in data, dashboards and admin tools for transactions, requests, and card authorizations.
- Implemented creator watchlist and sanction checks, communicating heavily with third-party vendors and project stakeholders on project status, roadblocks, and product and legal questions regarding kanji translation reliability and support.
- Supported and led multiple upgrades and launches, including: cross-team Rails 4.2 & 5.0 upgrades; Japan launch, handling non-decimal currencies and strict JP identity and compliance requirements; and HD video with adaptive streaming.

KICKSTARTER | Platform/Payments Engineer

May 2016 – Dec. 2016 (.5 years)

- Collaborated closely with Devops to develop a stable, reliable, and observable microservice infrastructure and reusable application platform using **Dropwizard** & **Kinesis**, running on Docker via **ECS** + **Cloudformation** and monitored with **Telegraf/InfluxDB/Grafana** and **ELK**. Built and open-sourced an InfluxDB Dropwizard metrics integration library.
- Designed and built a low-latency recommendations service. Provided close mentorship and training for Data team to build and deploy a new Latent Semantic Index model, robust blending/weighting pipelines, and a classifications service for customer support tickets and message spam. Helped design and support tracking and experiments.

ADDITIONAL EXPERIENCE

SPACE TYPE | Studio Partner, Creative and Technical Director

2020 - present

- Led design and development of web-based generative design tools, high-performance interactive experiences, and full-stack digital and livestreaming platforms for clients using a variety of frameworks and content management systems, including **Next.js**, **Webflow**, **Contentful**, **Monday CRM**, **Stripe**, **Stream**, **p5.js**, **GLSL**, and **Google Cloud**.
- Led and collaborated on courses, workshops, and talks for computational typography and design at The Cooper Union, MIT Media Lab, and multiple conferences in the U.S., Mexico, and France.

MONGODB – Built and maintained the MongoDB **Rust** 1.0 driver, presenting at Rust NYC. 2015

CEREBRI – Built the Austin211 pilot **Android** app, empowering call centers with IBM Watson by connecting users to social services. Partnered with United Way and seed-funded by IBM. 2015

GEO TRELLIS – Integrated **Spark** + **Cassandra** support into a high-performance geospatial data processing engine and fixed issues in the Scala framework library. 2015

AMAZON – Integrated DynamoDB support into RDS backend; designed and developed the database and framework for non-invasive protection and restoration of deleted RDS instances. 2014

BLASTRO NETWORKS – Updated API, parsers, bitmap caching, and networking for performance and portability to smartphones, tablets, and connected TV; rebuilt the Android UI/UX using modern libraries; developed custom interactive components and implemented synced accounts, playlists, video ads, and social integrations. 2014

EDUCATION

2012 – 2016 **University of Texas at Austin**

B.S. & M.S. Computer Science | G.P.A. 3.97 | Major 4.0 | Film Studies Minor

COURSEWORK *Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP, Wireless/Sensor Networking, Computer Vision and 3D Reconstruction, Physical Simulation and Animation for Computer Graphics*

LANGUAGES *Ruby, Python, Javascript, Typescript, Java, Go, Rust
Scala, Terraform, SQL, C++, Scala, WebGL, GLSL*