

# Kevin Yeh

kevinyeah@utexas.edu • (718) 310-7587  
kyeh.me • github.com/kyeah

## EDUCATION

---

2008 – 2012	<b>Stuyvesant High School</b> CS Average: 97.8   NY Specialized High School Degree
2012 – 2016	<b>University of Texas at Austin</b> G.P.A. 3.97   Major 4.0   Bachelor of Science: Computer Science
HONORS	<i>hackNY (2016 Mentor, 2015 Fellow), HackTX 2014 (3rd place), Ebay Hack 2012 (3rd place), Walter Smith Scholarship and Tuition Exemption, Michael Nord CS Scholarship, Distinguished College Scholar (Top 4%), Chevron UTCS Scholarship</i>
2014 – 2016	<b>University of Texas at Austin</b> Integrated M.S. Computer Science   Film Studies Minor
COURSEWORK	<i>Autonomous Robots, Robot Learning from Demonstration and Interaction, NLP, Wireless/Sensor Networking, Computer Vision and 3D Reconstruction, Physical Simulation and Animation for Computer Graphics</i>

## WORK EXPERIENCE

---

<b>NAVA PBC   Infrastructure Engineer</b> – Reliability, security, and tooling within QPP/Medicare.	3/18 - PR.
<b>KICKSTARTER   Platform/Payments Engineer (2016), Co-Lead (2017 - Feb 2018)</b>	5/16 – 2/18

Designed and built a low-latency recommendations service on top of Dropwizard & Kinesis. Provided close mentorship for Data team to build a new Latent Semantic Index model and a robust blending/weighting pipeline. Helped support and design tracking and experiments. Collaborated closely with Devops to develop a stable, reliable, and observable microservice infrastructure running on Docker via ECS + CFN and monitored via Telegraf/InfluxDB/Grafana and ELK. Built and open-sourced an InfluxDB Dropwizard metrics integration library. Supported Data team in bootstrapping a followup classifications service for CS tickets and message spam.

As part of a two-member team:

- Shared tech lead responsibilities, planning team roadmaps and sprints and leading a push for improvements in clarity and reliability of the payments infrastructure using type contracts, STI-to-MTI migrations with improved data integrity and usability, streamlined transaction and ID verification flows, explicit separations of data/logic concerns and reduced side-effects, improved API consistency and resiliency, and more visibility and accountability for test coverage and style guidelines.
- Led efforts to improve payments support flows for CS+Integrity+Data+Product, improving cross-training, documentation, diagrams, & triage procedures and surfacing better paper trails for transactions, requests, and card authorizations.
- Worked closely with Stripe and Finance to develop Drip's monthly and ad-hoc subscriptions payments infrastructure, building out an observable and financially-accountable infrastructure with an emphasis on clear, common mixins for easy extensibility, clean integration and migratability for legacy infra, and future microservice extraction.
- Supported Japan launch, handling non-decimal currencies and strict JP identity and compliance requirements.
- Supported + led cross-team Rails 4.2 & 5.0 upgrades for our payments and monorails applications.
- 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.
- Migrated video pipeline to HD encodings with adaptive streaming support.

<b>MONGODB   Intern (Drivers Team)</b> – Built the MongoDB Rust 1.0 driver, hosting and presenting at Rust NYC.	5/15–8/15
<b>CEREBRI   Android Developer</b> – Architected 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.	1/15–5/15
<b>GEO-TRELLIS   FB Open Academy Developer</b> – Integrated Apache Spark + Cassandra support into a high-performance geospatial data processing engine and fixed issues in the Scala framework library.	1/15–5/15
<b>AMAZON   Intern (RDS Team)</b> – Integrated DynamoDB support into RDS backend; designed and developed the database and framework for non-invasive protection and restoration of deleted RDS instances.	5/14–8/14
<b>BLASTRO NETWORKS   Android Developer</b> – Updated API, JSON parsing, bitmap caching, and networking procedures for performance and portability to smartphones, tablets, and connected TV; rebuilt the UI/UX and deprecated code structure using Honeycomb / ICS APIs and libraries; developed custom resources, swipeable fragments, and variable-width GridViews with headers; implemented synced accounts, playlists, video ads, and FB integration.	2/13–1/14

## PERSONAL + ACADEMIC EXPLORATIONS

---

<b>HACKTX</b>	As director of innovation, built creative solutions to improve education, diversity, and the hacker experience at a 700+ student overnight hackathon: infographical outreach (D3, CartoDB), hardware education with LED throwies and wifi-enabled LED strips, open-sourced motorized robots and light-sensitive instruments, 3D printing tutorials, and Slack-integrated mentorship and voting systems.
<b>NOMAD</b>	An optical-flow and feature-based tracking system for painting and motion-tweening 2D details into 3D environments (Paperman-style) + perspective mapping modeled structures into non-planar AR environments.
<b>NEURAL STYLE</b>	Independent understudy research on the genetic evolution of aesthetically-pleasing fractals using crowd-sourced demonstrations, CNNs, and observable mathematical structures in strange attractor equations. 2013-16.
<b>LITETURN</b>	Gesture-controlled cyclist turn lights using Myo/smartwatches, Spark Core, GPS bearings, and accelerometers to automate your lights and improve road awareness. HackTX 2014 (3rd place), CS386W (Best research project).
<b>CODEBENCH</b>	A StackOverflow variation that ranks solutions via performance benchmarks. Node.js/PostgreSQL with Docker/Redis/RabbitMQ upgrades. HackTX 2013 / FB Hack 2014.
<b>SUPER O.B.</b>	A 3D Physics-based racing/puzzle game inspired by Super Monkey Ball and presented to industry professionals at Digital Demo Day 2014. Led a team of 4 to finish in 5 weeks, implementing a dynamic level- and mesh-building scripting language w/ single-player leaderboards and 4-player online matchmaking support.
<b>NAO-GRAV</b>	Teaching stable actions to humanoid robots using auto-gravity compensation and keyframe-based learning.
<b>PSC</b>	Paraphrase-based sentence compression using deep-linked, cross-domain, bilingual phrase alignments.

## AFFILIATIONS

---

<b>MONGODB LABS</b>	Active Maintainer – Rust Driver (2015-pr.)
<b>HACKNY</b>	Fellowship Mentor (2016), Fellow (2015)
<b>HACKTX / FREETAIL HACKERS</b>	Advising Board (2016), Innovation Director (2015)
<b>GLOBAL HACKATHON SEOUL</b>	Technical Reviewer (2015)