

Kevan Carstensen

Experienced Backend Engineer

Long Beach, CA
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EXPERIENCE

GOAT Group, Los Angeles, CA — Staff Engineer

July 2018 - PRESENT

- Backend technical lead for fulfillment systems (shipping, logistics, warehouse ops, etc)
- Rearchitected & reimplemented legacy shipping systems, optimizing for ease of understanding by other developers, speed of future change, and future integrations.
- Collaborated with technical/nontechnical stakeholders across the company to scope/architect new shipping carrier integrations, shipping channels, forwarders and other shipping changes; provided guidance and feedback to engineers working on these integration efforts.
- Reinforced best practices for the backend team through code reviews, architectural feedback and presentations to share knowledge.
- Identified many fault tolerance and other QoL improvements both inside fulfillment (in the warehouse, shipping integrations, etc) and in backend systems at large (locking, observability, etc); worked with non-technical stakeholders to prioritize & with other engineers to fix.

Snap, Venice, CA — Senior Software Engineer

June 2017 - July 2018

- Fullstack engineer working on self-service advertising interfaces for Snap Ads.
- Worked to integrate acquired technology product into existing tech ecosystem.
- Built new backend systems for existing ad products within Snap, working with stakeholders in product and other engineering teams as necessary.
- Day-to-day maintenance of both old and new products, along with development of new features.
- Mentored junior engineers and helped establish engineering best practices for the team.
- Day to day experience with Python, Flask, React.js + Redux, and the Google Cloud Platform, as well as with Cassandra, AWS, angular.js 1.x and coffeescript.

Brand Networks/SHIFT, Santa Monica, CA — Senior Software Engineer

December 2013 - June 2017

- Backend-focused full stack engineer building adtech products.
- Designed, built, and maintained backend systems for nascent reporting/data warehouse solution.
- Supported efforts to integrate SHIFT and Brand Networks tech stacks post-acquisition.

SKILLS

Backend developer with over 10 years experience working across a variety of company types and tech stacks.

Recent experience with Ruby, Ruby on Rails, Golang.

Deep past experience with Python and Flask.

Comfortable with both relational and nonrelational databases; specific experience with Cassandra, Google Datastore, and PostgreSQL.

Familiar with React.js and other modern frontend tools.

- Technical owner of identity management (access control/authorization) product & third party data pipeline.
- Extensive day-to-day experience with Python, Flask, Cassandra, PostgreSQL; some work in angular.js/node.js/coffeescript.

TextMarks, Pasadena, CA — Software Engineer

June 2012 - December 2013

- Backend/infrastructure-focused full stack engineer on SMS request/response service.
- Introduced new features & auditing functionality to backend request/response system.
- Added user-facing features to frontend management application
- Maintained & enhanced Linux-based infrastructure; improved monitoring and deployed Puppet-based configuration management across systems.
- Worked with technical lead to plan new features and future architecture growth.
- Extensive day-to-day experience with PHP, Python, and MySQL. Occasional work with Puppet, CentOS/RHEL, and Django.

Cal Poly Pomona, Pomona, CA — Operating Systems Analyst

August 2010 - June 2012

- Linux Systems Administrator & occasional software engineer for a large public university.
- Led projects to improve fault-tolerance and scalability of core identity management services.
- Integrated third-party applications into the campus computing infrastructure.
- Automated repetitive workflows for faculty and staff.
- Provided elevated technical support to end users as necessary.
- Extensive day-to-day experience with Linux (gentoo and RHEL/CentOS), PHP, Python, and cfengine.

EDUCATION

Cal Poly Pomona, Pomona, CA — M.S., Computer Science

September 2009 - June 2011

Thesis: “Robust Resource Allocation in Distributed Filesystems”, a comparison of different techniques of duplicating data throughout Tahoe-LAFS, an open source project I worked on at the time.

Cal Poly Pomona, Pomona, CA — B.S., Computer Science

September 2004 - June 2009

Coursework included several classes in cybersecurity, and a smattering of discrete math (graph theory, combinatorics, abstract algebra) that seemed like a good idea at the time.