

Kristen Mills

Software Engineer

🏠 knm.dev
📧 @kristenmills
✉ kristen@knm.dev
🌐 millsk91

Summary

Experienced software engineer with 8+ years of professional experience across the stack based in Seattle, WA.

Work Experience

Found

Staff Software Engineer

Seattle, WA

September 2022 - present

Staff Engineer on the core banking team at Found, responsible for several different efforts:

- Tech lead for a large scale migration to a new card issuer, I was responsible for architecting designing and implementing our new systems for creating managing and shipping new debit cards within. This was a multi quarter and cross functional project that required working with multiple internal and external stakeholders. Additionally I maintain these systems post launch.
- Tech lead and domain expert for card shipping at the company. Championed and designed new systems to improve reliability of our card shipping flows, and responsible for working with eng team leads and other card shipping stakeholders to task out and prioritize this work across the engineering teams at the company.
- Built and supported various different money movements including incoming wires, check depositing, and incoming and outgoing ach.
- Built core features including, templating flows for creating pockets and our automated account reopening flow
- Help improve code quality around our applications, defining best practices for using spanner in our application and defining the patterns for modularizing our code.
- Support mid level and senior engineers on the team, ramping them up on team processes as well as providing mentorship as needed.

Superhuman

Senior Software Engineer

San Francisco, CA

July 2020 - November 2021

Senior Engineer on the 4 person backend engineering team at Superhuman. I work on building the backend for the core features of the Superhuman Mail client, as well as maintaining and supporting our backend infrastructure and internal tooling.

- Led a project to add functionality for our delight team to be able to restore drafts for customers, improving the customer experience and saving time for the delight team.
- Tech lead for our Superhuman for teams experience, a feature that allows for customers to consolidate their billing under one account.
- Lead the efforts of supporting sends in superhuman for O365, designing and building that system.
- Led various reliability efforts around improving notifications delivery as well as rethinking our metrics pipeline.

Postmates

Software Engineer

San Francisco, CA

Feb 2017 - Oct 2019

Frontend Web Engineer on the Growth team then Fullstack/Backend Engineer on our Consumer Applications team, I worked on several different efforts:

- Rebuilt the postmates.com web app from the ground up. Key contributions include the homepage, merchant page and the checkout experience as well creating the plan and executing the actual launch and migration to the new web app. I also started the effort of moving our team from Javascript to Typescript
- Built and maintain our initial server side rendering flow in the new web application significantly decreasing initial render time for high traffic pages.
- Work on backend services for various features including web push notifications, customer default settings, place availability notifications, and some internal tooling.
- Contributed core features to our in house document store including support for ACID transactions and composite indexes. While this was a good learning experience, once I became lead engineer on the project, I chose to migrate us to Google Datastore and Cloud Bigtable and led that effort and maintenance going forward.
- Built several offline data processing jobs in Scala and Apache Beam for various features such as place tagging, sitemaps, and our google ordering partnership.
- Designed and implemented a new solution for storing and maintaining carts.
- Maintain our teams terraform configs, Kubernetes deployments, and ci/cd workflows.
- Led efforts on improving developer experiences and enforcing best practices in our go applications
- Provide technical leadership to the web team, as well mentoring junior and mid level engineers across the stack.

Amazon

Software Development Engineer

Seattle, WA

Jan 2016 - Jan 2017

Engineer on the Follows Team, which is responsible for the follow button and backing services that allow customers to follow entities (Authors, Brands, Customers, etc.) on Amazon and receive updates on the entities you follow, as well as providing recommendation on entities to follow. My contributions included:

- Built the recommendation tooltip frontend and backend and started the initial work on the recommendation page, introducing the team to React and setting up the initial infrastructure for that effort.
- Built feature for sending out email notifications when authors you follow publish new releases

Software Development Engineer Intern

June - Aug 2014

Intern on the Item Data Quality team, which is responsible for the accuracy and quality of data collected on item dimensions in the fulfillment center. I created a new troubleshooting internal tool that allowed for self service handling of incorrect data gathered. Resolving these issues used to be a manual task that had to be done our teams on call so this significantly reduced our teams ops burden and number of incoming tickets each week.

Open Source

Flexget

Media automation tool, I am a contributor to the core python application as well as the primary maintainer of the React/Typescript Web UI.

<https://github.com/flexget>

Technologies

Languages: Go, Ruby, Typescript/Javascript/Node, Scala, Python, Nginx

Frameworks: Rails, React/Redux, GraphQL, Django, Apache Beam, Sidekiq, Temporal

Databases: Bigtable, Mysql, Spanner, Redis, Google Datastore/Firestore, Bigquery, Postgres, Etc, Memcached

Infra Tooling/Dev ops: Kubernetes, Datadog, Docker, Google Cloud Platform, Terraform, Prometheus, Grafana

Education

Rochester Institute of Technology

BS, Software Engineering. Minors in Applied Mathematics and Computer Science

Class of 2016

* Full work history available on LinkedIn*