

# Travis Kaufman

180 Myrtle Ave, Apt 11G Brooklyn NY 11201 | 631-346-8156 | [travis.kaufman@gmail.com](mailto:travis.kaufman@gmail.com) | <https://github.com/traviskaufman>  
Extended resume available at <https://www.linkedin.com/in/traviskaufman-thedeveloper/>

## EXPERIENCE

### **Hyperplane (YCombinator W21), New York, NY — CTO + Co-Founder**

NOVEMBER 2020 - AUGUST 2021

- Invented and built a binary file format for streaming media assets and recreating them in the browser
- Created a JavaScript media player SDK from the ground up for playback of 3D content, based on Dash + Chromium's implementation of the <video> element, using highly optimized ThreeJS code
- Implemented a custom parser in Unity for ingesting video game opcodes
- Architected a media playback and streaming infrastructure on AWS
- Forked and modified Mozilla Hubs to allow embedding and playing back 3D videos for our live arenas
- Built a custom GLTF loader for ThreeJS to synchronously parse models by preloading all dependent assets on a background thread

### **Bloomberg, L.P., New York, NY — Front-end Architect (Independent Contractor)**

JULY 2019 - NOVEMBER 2020

- Designed, developed, and implemented front-end applications used for identity and access management
- Partnered with the company's core UI component library to develop and extend the framework to suit the needs of the business
- Created a reusable component architecture, implemented the entire development pipeline from the client code through automated testing, CI, and CD
- Provided UX training and guidance to the team
- Trained the team on React, TypeScript, and the latest modern frontend technologies to ensure long-term maintainability

### **Google, New York, NY — Software Engineer**

AUGUST 2015 - JULY 2019

**Material Design team:** Team lead for Material Components for the Web

- Lead a cross-functional, distributed team to ship Material Design's first official open-source component library
- Designed an object-oriented component architecture using vanilla JavaScript and SCSS
- Leveraged CSS3 animations, transitions, and feature queries for fast, performant UI components
- Authored all open-source documentation and tutorials, including a Codelab that was featured at Google I/O 2017
- Mentored junior engineers, including one who wound up building one of our most advanced components
- Implemented cross-browser testing infrastructure to ensure stability and responsive design conformance

**Google Cloud Platform:** Cloud Business Intelligence for UX

- Architected Google Cloud's UX BI dashboard using TypeScript, Angular, HTML5, LESS CSS, and d3.js
- Collaborated with product managers, designers, and data scientists to define and ship new reporting metrics
- Refactored our REST API to use an asynchronous architecture, reducing tail page load latency by over 70%
- Taught course on RxJS to over 50 Googlers on Cloud Console on how to use RxJS effectively

### **Refinery29, New York, NY — Software Engineer / Senior Platform Engineer**

MARCH 2014 - AUGUST 2015

- Lead a team of 1 SWE, 1 Data Scientist, and 1 DevOps engineer to re-architect our in-house analytics platform
- Built the front-end infrastructure powering Refinery29's first mobile web app

## EDUCATION

### **New York University, New York, NY — B.A. Music, CS Minor**

2009 - 2013