KEVIN KRAKAUER

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Google Cloud - **Senior Software Engineer**, gVisor   2018 - Present

    Building userspace networking stack: iptables, TCP, etc

    Leading projects and guiding junior team members

    Integrating with Kubernetes and Docker

    Optimizing large security-focused Go codebase for cloud workloads

    Profiling and benchmarking to improve throughput and latency

    Implementing Linux features across the kernel: PTYs, filesystems, etc

Firebase - **Software Engineer**, Peer-to-peer   2016 - 2018

    Developed peer-to-peer app update tech as a founding team member

    Liaison between engineers and privacy/security teams.

    Worked in Java on Android

YouTube - **Software Engineer**, iOS and Ads   2014 - 2016

    Developed iOS client: player features, UI, and ad support

    Worked on YouTube and YT ads infrastructure

    Used Objective-C on iOS, Python and Java on infrastructure

Game Closure, Product Management Intern   Summer 2013

    Coordinated work and schedules

    Managed advertising, testing, and playtesting

    Wrote game specifications and content

    Assisted hiring and interviewing

    Implemented game features and worked on the Game Closure platform

Game Closure, Native Team Intern   Summer 2012

    Built client/server system to test newly committed code

    Designed and documented multi-langauge test framework

    Developed frontend in HTML/CSS/JavaScript and backend in Node.js

Education

University of Michigan	**BSE in Computer Science**	2014
Stanford University	**Graduate Certificate in Advanced Software Systems**	2020