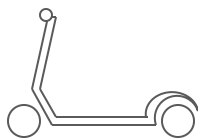

Adam Kidder

hello@thekidder.com



Uber Dec 2019 – present

Go (Fx)

Senior Software Engineer Movement

Technical lead on JUMP's implementation of MDS, a specification for micromobility data sharing. Contributed to ongoing spec development on behalf of Uber. Shipped support for the Agency API on a compressed timeline, unblocking permit renewal in one of JUMP's largest markets.

Built trust with our city partners by improving data quality & transparency. Drove data pipeline quality via comprehensive ETL fixes, automated data checks, and improving the oncall runbook. Created a new process to communicate data problems with our customers.



Highfive 2013 – 2019

Javascript (AngularJS, React, Redux) • Java • Scala (Akka) • Python 2/3 (Django, aio-http) • C++ (OpenGL)

Staff Software Engineer 2018 – present

Technical lead on the frontend engineering team. Wrote a technical roadmap to modernize our frontend technology stack. Owned an AngularJS/WebRTC application, Windows/Mac installers and updaters, and integrations into third-party applications.

Prototyped, developed, and shipped server-side recording feature. Written in Scala using the Akka actor framework.

Senior Software Engineer 2015 – 2018

Led multiple feature & reliability projects with teams of 1-6 engineers.

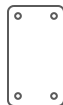
Prepared and presented technical presentations on both general and Highfive-specific topics to build engineering knowledge

Rewrote client telemetry collection framework. Designed backend storage schema using S3, Elasticsearch, and Cassandra. Written in Scala with Akka HTTP; handles 100k requests/sec.

Software Engineer 2013 – 2015

Developed a telemetry and diagnostics tool to troubleshoot meetings as a side project, which was eventually adopted as the official tool for the entire engineering and support teams. Written in Javascript/AngularJS and Python 2/Django; later rewritten with React/Redux and Python 3/aio-http.

Wrote and optimized C++ rendering library based on OpenGL ES2 targeting the NVIDIA Tegra 3. Worked with design team to create the UI including delightful animations.



Amazon 2011 – 2013

Java (Android) • C# (Unity) • Renderscript • C++ (Qt)

Software Engineer I • Fire Phone, Digital Products

Member of the launcher application team. Integrated a content management database used in other Amazon devices.

Prototyped interactions and experimental hardware features for the Fire Phone using several different technologies and frameworks.

Patent co-author for US9304621B1: Communication via pressure input



NVIDIA 2010

C++ • C#

Software Engineering Intern • DirectX

Wrote a C# application to calculate, store, and query driver code coverage. Used Bullseye to generate coverage reports; stored results in an MSSQL database.

Fixed bugs in the C++ Windows DirectX driver.



University of Michigan 2008 – 2011

Bachelor of Science, Engineering • Computer Science

Go Blue!