

Kayvan Sylvan

PRINCIPAL SOFTWARE ARCHITECT

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SUMMARY

Platform and software architect with 20+ years of experience leading high-impact initiatives across Fortune 500 companies and startups. Builds AI-native products, distributed systems, developer platforms, and cloud infrastructure from architecture through production delivery. Combines hands-on engineering in C++, Python, Go, and Rust with cross-functional technical leadership, performance optimization, release engineering, and DevOps transformation.

CORE COMPETENCIES & TECHNICAL SKILLS

- Leadership & Technical Strategy
- Distributed Systems & AI-Agent Platforms
- Containerization: Docker, Kubernetes
- Programming Languages: Python, Rust, Go, C++, Java, C#, JavaScript, Ruby
- Developer Platforms: CLI/API Design, Git, MCP; Media Systems: OpenTimelineIO, FFmpeg, Qt
- Cloud Architecture (AWS, GCP)
- DevOps & CI/CD: GitHub Actions, Jenkins, etc.
- Infrastructure: Ansible, Terraform, Puppet, Chef
- Databases: PostgreSQL, Oracle, MySQL/MariaDB, NoSQL, Redis
- Methodologies: Agile, Test-Driven Development, Literate Programming, Scrum

PROFESSIONAL EXPERIENCE

Wizard / Story Company San Francisco, CA – *Founding Platform & CLI Engineering Lead*

March to August 2026



- As employee #1, hired as Founding Platform and CLI Engineering Lead. In under six months, designed the foundational product architecture, built the proof of concept in three weeks, helped recruit the engineering team, trained the team in agentic workflows that increased velocity while maintaining quality, built the CI/CD and release pipeline, and carried much of the day-to-day engineering execution.
- Delivered 306 merged PRs across eight repositories in 5.5 months, spanning the desktop NLE, C++/Python core SDK, AI-agent platform, specifications, release infrastructure, and engineering tools.
- Eliminated 10–15-second UI stalls in large-project undo/redo by reducing preflight to one Git tree diff, moving execution off the UI thread, and validating bounded behavior across deep histories.
- Decomposed a 15,963-line MainWindow into domain controllers, reducing the central file by 62% and enabling project, timeline, color, audio, and media workstreams to proceed in parallel.
- Built and hardened the macOS delivery pipeline with multi-architecture builds, automated and nightly releases, one-click installation, native dependency bundling, signing checks, and smoke tests.

Meanwhile San Francisco, CA – *Founding Engineer*

July 2025 to November 2025



- Built Bitcoin-native infrastructure for premiums, policy administration, and claims at the world's first regulated Bitcoin-denominated life insurer under Bermuda Monetary Authority oversight.
- Trained the team on AI-enhanced development techniques.

Condor Software San Diego, CA – *Senior Software Engineer*

April 2024 to February 2025



- Spearheaded the automation of AWS database retrieval processes, empowering developers to replicate production bugs locally and accelerating debugging workflows by 30%.
- Engineered end-to-end enhancements on a cloud-based financial accounting platform using Django and React, significantly optimizing system performance for clinical trials.

Option Care Health Bannockburn, IL – *Tech Lead*

December 2022 to April 2024



- Directed a team of 8+ backend engineers to design and deploy three integration applications via Apache Camel, facilitating seamless patient data integration across networks.
- Evaluated and implemented enterprise-wide API gateways, fortifying system interoperability and security.

Meta, Menlo Park, CA – *Production Engineer*

July 2020 to November 2022



- Led the development of automated detection and response infrastructure using Rust, Go, Python, and C++, protecting data for 80K+ employees and billions of users.
- Orchestrated a company-wide EDR rollout that reduced incident response time by 50%, establishing proactive cybersecurity defenses.

WeRide, Sunnyvale, CA – *Principal Software Engineer*

December 2018 to July 2019



- Architected a scalable CI/CD pipeline on Kubernetes with Jenkins and juju charms, cutting build and test times by over 70% (from 75 to 19 minutes).
- Established on-demand build infrastructure spanning multiple global regions, supporting 12+ team branches and 100+ developers across the US and China.

Apple, Cupertino, CA - *Senior Software Engineer*

July 2016 to October 2018



- Developed internal testing frameworks that boosted unit and integration testing adoption among 1,000+ developers across the legacy iTunes Java codebase.
- Built a compact microservices replica of the production iTunes architecture with PII-anonymized data, enabling local bug reproduction and reducing build-test-deploy iterations from hours to minutes.

Disney Interactive, Palo Alto, CA - *Dev Lead*

July 2011 to July 2016



- Directed a cross-functional team of 20+ engineers, developers, and artists, driving automation initiatives using Chef, Vagrant, AWS, and Docker, contributing to \$4.2M in annual revenue.
- Designed and implemented a web-based "Build and Release Dashboard" that provided real-time visibility into build processes, app versions and test environments currently used.

IBM, San Jose, CA - *Advisory Software Engineer*

August 2008 to June 2011



- Designed Linux and virtualization components for a hybrid z/OS/Linux mainframe platform at Platform Solutions, helping advance technology acquired by IBM in 2008.

EDUCATION

Capella University, Minneapolis, MN. Bachelor of Science in Information Technology with specialization in Project Management, Summa Cum Laude, March 2010.

University of California, Berkeley, CA. Computer Science and Mathematics coursework