

KEVIN BEDI

Software Engineer

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Android Java PHP/Hack C++ Python Javascript React Node.js OCaml Unity C# Ruby SQL

SIDE PROJECTS

Ring of Titans · [Watch on YouTube](#) · Over 50k Players 🧑

Solo developed a standalone realtime multiplayer arena fighter game in Unity, which has had over 50k players try it to date.

Notify · [See on GitHub](#) · Over 250 Stars ★

Created an open-source tool which allows you to push notifications to your Android phone from the command line.

Omni · [See on GitHub](#) · Over 150 Stars ★

Built an open-source Javascript framework for creating realtime apps with Backbone.js, which automatically syncs collections in realtime based on a defined permission model.

Mintr · [See on GitHub](#) · Over 30 Stars ★

Developed an open-source unix server monitoring tool which can give a high-level overview of memory usage, CPU usage, etc.

EMPLOYMENT

Facebook / Meta · Staff Software Engineer · Sept 2016 to Present

- Created a framework for integrating new features into Messenger Payments on Android, including supporting international payments.
- Streamlined business-to-consumer payment functionality for emerging markets.
- Developed new strategies to bring in-development next-gen Continuous Integration (CI) system to more developers.
- Created an internal tool to improve how developers consumed and debugged CI issues.
- Founded & leading a team focused on improving the developer experience for our internal CI systems.

Google · Software Engineer Intern · Sept 2015 to Dec 2015

Added features to the Google Fiber TV Android app including the back-end for Google Fiber TV.

Facebook · Software Engineer Intern · Jan 2015 to Apr 2015

Fully redesigned portal used by mobile partners to manage their networks with Internet.org.

Facebook · Software Engineer Intern · May 2014 to Sept 2014

Independently built several features for an internal IDE, including integration with HHVM.

Yelp · Software Engineer Intern · Sept 2013 to Dec 2013

Spec'ed out, designed, and developed new features for Yelp's mobile API.

Uken Games · Gameplay Engineer Intern · Jan 2013 to May 2013

Prototyped a brand new game with Unity and C#.

Xtreme Labs Inc. · Software Engineer Intern · May 2012 to Aug 2012

Worked on numerous projects such as Cineplex's mobile magazine viewer.

EDUCATION

Universty of Waterloo · Bachelor's of Software Engineering · 2011 to 2016