

Tyson Kubota

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I am a creative, product-focused technologist and engineer who values design thinking and building beautiful, intuitive experiences. My experience spans consumer and enterprise software across a range of industries including healthcare, media, and creativity/productivity tools.

EXPERIENCE

HealthVerity (formerly Curisium), Los Angeles, CA

Feb. 2018-present

Lead Software Engineer

- Joined Curisium at close of seed funding in February 2018; company was acquired by HealthVerity in July 2020.
- Made key contributions to product definition and execution by leading frontend design and development of a next-generation enterprise healthcare platform for complex data interactions.
- Platform includes modules for contract negotiation, full-business-cycle rebate management, and data reporting/visualization.
- Worked directly with CTO and Chief Product Officer; managed team of two engineers.
- Contributed to system architecture and APIs, leveraging current software-development best practices such as serverless architectures, backend-frontend type sharing via TypeScript, CI/CD, and end-to-end testing.
- Established a culture of rapid ideation, experimentation, and prototyping using React Storybook and other tools.

Action, Los Angeles, CA

July 2017-Feb. 2018

Senior Software Engineer

- Built innovative data visualizations for a leading “real-world evidence” healthcare analytics platform.
- Mentored junior team members and introduced React to the engineering organization.
- Refactored build process of large legacy Angular application, reducing initial end-user load time from 10+ to ~3 seconds.

FiftyThree, New York, NY

Feb. 2015-July 2017

Software Engineer, May 2016-July 2017

- Built rich web applications and novel interface designs, including the collaboration platform Paste (pasteapp.com) and Paper/Mix.
- Helped define product direction and strategy through rapid prototypes and sketches.
- Collaborated with backend engineers on implementing new API-driven features.
- Mentored junior team members.

Software Engineer, Digital Marketing, Feb. 2015-May 2016

- Constructed best-in-class marketing sites for products including Paper (2012 Apple iPad App of the Year) and Mix.
- Built actionable internal dashboards and metrics visualizations in tandem with data science and marketing teams.
- Designed and integrated a data warehouse-backed email system for driving user engagement and retention.

The Criterion Collection, New York, NY

Sept. 2007-Jan. 2015

Manager, Digital Development, Sept. 2009-Jan. 2015

- Led Criterion’s web product development, encompassing product management, growth strategy, ecommerce, and marketing.
- Created user-facing web features (a “My Criterion” social layer) and internal analytics/ecommerce tools.
- Doubled ecommerce revenue in two years, with 20% subsequent year-over-year growth.
- Devised and implemented continuous, iterative design and usability improvements.
- Launched the Criterion brand on Facebook, Twitter, and YouTube.

Production Assistant, Online Video, Sept. 2007-Sept. 2009

- Created and managed a file-based workflow for subtitling, transcoding and uploading 1,000+ feature films and metadata to platforms including Netflix, Hulu, and iTunes, as well as a custom in-house video rental platform.

EDUCATION

Dartmouth College, Hanover, NH

Sept. 2003-June 2007

B.A. in Film and Television Studies

- Graduated *Summa Cum Laude*. Phi Beta Kappa member. Overall GPA: 3.94/4.00
- Received awards in Film/TV Studies and Outstanding Critical Paper, and directed an original, 20-minute 16mm narrative film.

TECHNICAL SKILLS

Languages / Frameworks: TypeScript / ES6, Python, Ruby, SQL and variants, Node, React, Angular

Tools: Amazon Web Services (CloudFormation, Lambda, API Gateway, S3, etc.), Heroku, Cypress.io, CircleCI

OTHER SKILLS AND INTERESTS

- Write about film, media, and technology for *Film Comment* and *Reverse Shot*, and the Criterion Current.
- Create independent videogames for iOS and virtual reality headsets, as an individual and in small teams.