Mitchell Karchemsky

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Summary

Technical Lead Engineer, Solutions Architect, and Data Scientist experienced in guiding software from concept to production, focusing on backend APIs, data, and connected platforms (including one supporting 1M+ IoT devices). My background includes a Masters in Information & Data Science, 4 top-tier CS publications, and teaching MLOps Systems Engineering at UC Berkeley. Seeking roles to leverage my expertise in building scalable systems, leading diverse technical teams, and delivering data-driven solutions to significant challenges.

Technical Skills

- Software Engineering
- Machine Learning
- Data Modeling

- Systems Architecture & Design
- Cloud Native Development
- Project Management& Delivery
- Containerization and Orchestration
- Data Visualization
- Product Design & Development

Relevant Experience

April 2022 - May 2025

Traeger - Senior Lead Software Engineer

- Spearheaded Back-end Software Engineering practice with a strategic focus on Connected Platforms, Data Science, and robust Scalable Systems. Drove innovation and efficiency across critical infrastructure and development processes.
- Architected and implemented a high-volume, event-driven data telemetry system capable of processing billions of daily datapoints. Slashed data consumption, storage, and serving costs by 94% while ensuring backward compatibility with over five years of historical data and boosting API performance by 90%.
- Collaboratively championed and executed a strategic initiative to consolidate over 1,000 serverless components into 10 streamlined, containerized applications. Significantly reduced system complexity, increased developer confidence, and improved scalability.
- Led **protocol-driven development** for complex, interdisciplinary systems, ensuring seamless integration between embedded platforms, cloud-native services, and mobile applications.
- Oversaw the maintenance and enhancement of an existing serverless and cloud-native backend architecture, reliably supporting over 1 million connected consumer devices and ensuring high availability
- Directed **project design for large-scale initiatives**, expertly breaking down complex requirements into actionable tasks and roadmaps for engineering teams.
- Mentored and trained junior engineers, fostering their technical growth, problem-solving skills, and contributions to team objectives.

May 2019 - April 2022

Accenture Consulting - Principal Technical Architect

- Technical Lead and Software Engineering Architect, delivered strategic guidance and technical expertise to diverse clients.
- Led and architected cutting-edge software for diverse clients' connected devices, guiding cross-functional engineering teams across multiple locations. Oversaw full lifecycle development on multi-provider cloud platforms, adapting methodologies to client needs and fostering collaboration.
- Implemented high throughput data systems for efficient analysis in data-processing pipelines
- Articulated complex technical findings, architectural designs, and strategic solutions via data-driven reports and presentations to diverse client stakeholders, from executives to technical teams.

August 2015 - October 2018

University of California, Berkeley Institute of Design - Research Engineer

- Develop cutting-edge software and hardware products in a multitude of Human-Computer Interaction topics with a primary focus on Embedded System debugging and development
- Author and edit award winning publications for technical conferences (see <u>Publications</u>)
- Produce sophisticated web-based applications that interact with complex back-end architectures to interface with embedded systems and devices through a variety of communications protocols.
- Represent findings at top-tier ACM technical conferences

Education

August 2022

University of California, Berkeley

Masters in Information and Data Science

Capstone Project - Award Finalist

August 2017

University of California, Berkeley

B.A. in Cognitive Science - Focus in Computational Modeling | Minor in Computer Science

Other Professional Experience

April 2021 - Present UC Berkeley: School of Information - Teaching Assistant

- Supported graduate students in mastering complex technical concepts across foundational and advanced courses.
- Instructed students on practical implementation of modern technologies including Docker, Kubernetes, and CI/CD deployment strategies, enabling them to design and build robust ML systems.
- Engineered a comprehensive autograding system that empowered students with self-guided learning
 and immediate feedback; this system automatically vetted submissions through a CI/CD pipeline,
 encompassing unit tests, integration tests against ephemeral Kubernetes clusters, and end-to-end
 tests of deployed applications in the cloud.
- Recipient of Outstanding Teaching Assistant Award Fall 2023
- Courses: Data Science w255: Machine Learning Systems Engineering; Data Science w200: Introduction to Data Science Programming

May 2017 -January 2018 UC Berkeley: Jacobs Institute for Design Innovation - Teaching Assistant

- Taught both an introductory and upper division course focusing on skills required to design, prototype, and fabricate physical devices, as well as technological innovation and socially engaged design
- Led lectures, advise students, and proctor final critiques
- Courses: Design Innovation 22: Prototyping and Fabrication; New Media 190/290: Critical Practices

August 2015 -October 2018 University of California, CITRIS:Invention Lab - Systems and Product Design Consultant

- Design consultant for graduate researchers, startup founders, and post-doctorate scholars to create prototype embedded systems devices, applications, and services.
- Architect software system for connected products and establish foundation for development pipelines for technology startups and university researchers

Publications

August 2015 -May 2019 Full papers available on personal website or ACM Digital Library (Open-Access)

- Projects M.Karchemsky, J.D.Zamfirescu, K.J Wu, F.Guimbretiere, B.Hartmann In proceedings of the 2019 CHI Conference on Human Factors in Computing Systems. ACM, New York, NY, USA
- Wifröst: Bridging the Information Gap for Debugging of Networked Embedded Systems
 W.McGrath, J.Warner, M.Karchemsky, A.Head, D.Drew, B.Hartmann In proceedings of the 31st
 Annual ACM Symposium on User Interface Software and Technology (UIST '18). ACM, New York,
 NY, USA
- Bifröst: Visualizing and Checking Behavior of Embedded Systems Across Hardware and Software W.McGrath, D.Drew, J.Warner, M.Kazemitabaar, M.Karchemsky, D.Mellis, B.Hartmann In proceedings of the 30th Annual ACM Symposium on User Interface Software and Technology (UIST '17). ACM, New York, NY, USA
- Drill Sergeant: Supporting Physical Construction Projects through an Ecosystem of Augmented
 Tools M.Nguyen, E.Schoop, M.Karchemsky, V.Savage, B.Hartmann, S.Follmer Technical Report No. UCB/EECS-2016-90