

YASON KHABURZANIYA

Redmond, WA

yason@hey.com

Cell 858.945.4795

SOFTWARE ENGINEER

Professional Experience

Breba Apps – Redmond, WA (Self-Employed)

Technical Founder (August 2024 — Present)

- Architected event-driven, multi-agent, and multi-modal vibe coding platform
- Applied Wardley mapping to evaluate when to use existing solutions vs. implement custom solutions
- Designed real-time JSON-RPC over WebSockets web application for low-latency
- Designed **secure agent runtime** with in-memory isolation and tightly controlled tool access
- Improved intent accuracy 4x through spec-driven and automated **context engineering**
- Developed streaming techniques that improved perceived latency
- Architected deep agentic evaluation framework for agent reliability testing
- Reduced LLM inference cost by 80% using context engineering and **prompt caching**
- Introduced human-in-the-loop(**HITL**) control points for governed agent execution
- Used **BAML** to accelerate prompt engineering
- Deployed platform on **Google Cloud Platform** and **Cloudflare** for global delivery
- Prototyped extremely decoupled multi-agent system using **A2A** and **Kafka** message broker

Tech: Python (AsyncIO, FastAPI), LangGraph, BAML, WebSockets (JSON-RPC), MongoDB, Docker, GCP (Cloud Run, Cloud Build), Cloudflare (Workers, CDN, R2), boto3

Agents: Claude, Codex, Windsurf

Intuit Inc. – San Diego, CA (Remote)

Senior Software Engineer (Contractor: May 2016 – July 2017; Employee: August 2017 – September 2024)

- Designed and develop web services for simplicity, maintainability, and flexibility
 - Developed security insights platform for auditing **SOC2** compliance using Python, **Neo4j**, and **Nodestream**
 - Designed an observability solution for tracking customer workflows across 4 teams using **Segment** and **Amplitude**
 - Implemented a performance testing suite that intercepted performance degrading code on a weekly bases
 - **Mentored** team members on best practices of Service Oriented Architecture (**SOA**)
 - Architected full-stack micro-services backed solutions using **Node.js**, **React.js**, and **AWS**
- Lead a team responsible for building and maintaining the Community web application
 - **Mentored** new hires and enforce best practices for all parts of the SDLC
 - Developed internal tooling to improve **developer experience**
 - **Architected** personalization and site analytics across ecosystems
 - Drove a **cross-functional** multi-team effort for implementing standardized analytics requirements
 - Led the effort to generate dynamic sitemaps and rules based content indexing for **SEO**
 - Worked with DevOps in an effort to standardize **micro services** hosted in AWS
- As a member of a specialized team developed various **AI/ML** solutions
 - Integrated and trained an **NLU** model for a chat bot that resulted in a patent award (Patent #: US 10,878,008)
 - Integrated ML models for spell checking user submitted questions and answers
 - Performed A/B Testing for models using **Wasabi** and **LauchDarkly**
 - Performed model tuning and retraining based on experimentation and metrics
 - Created a performance testing suite for the ML models using **JMeter** and **Gatling**
- Fine-tuned performance and develop new pluggable components for a multi-tenant Web Application
 - Implemented new features for a large scale self-help platform using **BDD** best practices
 - Improved performance of web services by using **Redis** caching with atomic operations
 - Facilitated **continuous learning** by hosting presentations on software engineering best practices

Credo Inc. – San Diego, CA (Remote)

Software Engineer (August 2015 – May 2016)

- As a member of a highly motivated team, develop a robust web application in a fast paced start up
 - Developed front end application components using **Javascript, React.js, Flux, and JSX**
 - Performed load testing in order to identify performance bottlenecks
 - Performed administrative duties in Azure portal

Active Network – San Diego, CA

Software Engineer (July 2012 – August 2015)

- Collaborated in a team of 10+ local and remote engineers to develop web applications that optimize content for discovery and conversion using **Ruby on Rails, RSpec, Capybara, Capistrano**, Test Driven Development (**TDD**), and many gems
 - Develop a system for generating thousands of specialized, parameter driven, web pages that **increased traffic and conversions by 20%**
 - Follow best practices of Search Engine Optimization(**SEO**) to optimize discovery
 - Convert synchronous rich content ads to asynchronous ads using Google Publisher Tag (**GPT**) and DoubleClick for Publishers (**DFP**)
- Develop an alternative layout and a pluggable feature set in order to maximize monetization for an underperforming category of event registrations
 - Utilize iterative A-B testing to validate and quantify benefits of the new layout and features
 - Due to the immediate success, some features were switched on for the entire website
- As a part of a small self organizing **Scrum** team, successfully implemented consolidation of multiple consumer facing Event Registration systems using Java **Spring MVC, AJAX**, and Service Oriented Architecture (**SOA**)
 - Enabled customers to customize registration experience using **Inversion of Control** and **Dependency Injection**
- Developed a robust and reliable Order Management and Billing system using Java Spring and **Hibernate**
 - Implemented an asynchronous transactional system for handling recurring bills and payments
 - Designed clean **APIs** to satisfy performance requirements of other services
- Actively assisted in hiring and training of new engineers for new remote offices
 - Interviewed and subsequently trained software engineers based in China and North America

Additional Experience

Software Engineer

- Develop highly configurable Service Oriented Architecture (**SOA**) using **Java, C++, IDL, CORBA, and XML**
 - Developed platform independent pluggable subsystems for a Satellite Command and Control product
 - Developed a highly configurable service-oriented satellite telemetry simulation suite using **JavaEE JAXB**
- Utilized **Agile** methodologies to develop high performance software with a focus on quality and maintainability
 - Developed junit automated tests for Test Driven Development (**TDD**)
 - Designed and implemented high bandwidth telemetry processing service using **C++**
- Developed Adaptive Planning Software for collaborative mission planning
 - Implemented server-side elements using **C#** and **.NET Remoting**
 - Designed software components by constructing **UML 2.0** diagrams using **Enterprise Architect**
- Led the development of a web-based faculty recruitment system for the Social Sciences Division and completed the full software development life cycle (**SDLC, PHP, MySQL**)
 - Applied **Design Patterns** to design a robust yet simple, easily extensible and maintainable solutions

Presentations

Documentation is Code (with Agentic AI) — <https://www.youtube.com/watch?v=UhdYUuXN7T8>

Hackathons

Seattle Data, AI, Security hackathon (3rd place, March 2025)
AI Conference Hack Day, San Francisco (2nd place, September 2025)

Education

University of California San Diego – San Diego, CA
Bachelor of Science, Computer Science

UC San Diego Extension Courses

Data Mining I: Basic Methods

Design Patterns

Private Courses

Building Multi-Agent with LangGraph on Google Cloud

React Bootcamp

AI Agents in LangGraph

MongoDB Data Modeling