

Kyle Truong

949-632-0319 | kyletruong@gmail.com | github.com/kyletruong | linkedin.com/in/kyletruong | k9.dev

EXPERIENCE

Niantic (8th Wall Acquisition)

Palo Alto, CA

Senior Software Engineer / Tech Lead Manager (Applied AI)

May 2025 — Mar 2026

- Led a 5-engineer applied AI team and set the Niantic Studio AI roadmap with product, design, and ML partners.
- Launched 8th Wall Agent, a VS Code-compatible multimodal coding agent with a built-in MCP server for generating code and safely editing proprietary scene graphs/prefabs; doubled the addressable user base and increased daily active developers by 20%.
- Launched 8th Wall Asset Lab for AI image and 3D generation, cutting project development time by 50% and opening a new revenue stream; Asset Lab users had a 60% lower churn rate.
- Built automated evaluation and verification workflows for Qwen-2.5-Coder 7B/32B fine-tuned on 25K+ prompt/code pairs with PyTorch and Hugging Face, reaching 55% Pass@3, 15 points above prompt-engineered baselines.

Senior Software Engineer (Backend)

Feb 2024 — May 2025

- Architected and launched [patent-pending](#) Niantic Studio Backend Services, a self-service platform for managed backend functions that automates infrastructure, secrets, builds, deployments, and versioning.
- Built production AI backend infrastructure: REST and streaming WebSocket/SSE APIs, durable workflow orchestration, LLM evaluation pipelines, auth middleware, credit billing, and observability hooks.
- Built a RAG chatbot for Niantic Studio developer docs, implementing ingestion, indexing, vector search, and source-grounded guardrails for verifiable AI responses.

Software Engineer (Backend)

Mar 2022 — Feb 2024

- Re-architected the serving path for user-built apps from 6 regional Postgres clusters to global edge serving, cutting AWS spend 20% and P95 latency 50% to 40 ms.
- Created a Kafka CDC platform for continuous replication from Postgres to DynamoDB and OpenSearch, powering low-latency edge serving, search indexing, and data processing workloads.
- Built a WebSocket platform and TypeScript client library for real-time shared state synchronization across users in 8th Wall's developer console.

8th Wall

Palo Alto, CA

Software Engineer II (Full-Stack)

Jul 2021 — Mar 2022

- Engineered search and discovery infrastructure for 8thwall.com content surfaces, including search APIs, indexing pipelines, ranking algorithms, and OpenSearch tuning.
- Built an at-request-time image transformation service on Lambda@Edge, CloudFront, and S3, caching optimized media at the edge and reducing frontend complexity.

Software Engineer (Full-Stack)

Jun 2020 — Jul 2021

- Built a Chrome DevTools-like console in 8th Wall's Cloud Editor with live build status, linked stack traces, and searchable command history for faster debugging.
- Shipped creator-facing profile, project, and code-sharing systems that expanded public discovery and user-generated content across 8th Wall.

SKILLS

- Languages: JavaScript/TypeScript, Python, Rust, SQL
- Infrastructure: AWS, Bedrock, SageMaker, Postgres, Kafka, DynamoDB, Elasticsearch, Lambda, Step Functions
- Frameworks: React, Node.js, Effect, Next.js, TanStack Start, LangChain/LangGraph, PyTorch
- Tools: Docker, Bazel, AWS CDK, GitHub Actions, OpenTelemetry

EDUCATION

California State University, East Bay

Hayward, CA

Bachelor of Science, Computer Science

2018 — 2020

- GPA: 3.898/4.0 (Dean's List)