AVROHOM KATZ

Senior Engineering Manager

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Engineering leader with 18+ years in software and 6+ years in engineering management, now consulting on AI coding-agent infrastructure after five years leading platform teams at Twitch (Amazon). Owned the creator content platform (Clips, VODs, Highlights) that let creators turn live streams into content viewers discover, watch, and share -- more than tripled monthly Clip exports (3x+) by treating growth as a platform problem, not a feature. Built that growth on hard reliability work: took a 50+ endpoint estate from weekly pages to zero customer-facing SLA misses, and led a zero-downtime migration of 1B+ records. Grew the team from 3 to 10 engineers through direct recruiting. Equally comfortable in startup environments (ShopKeep, Series A to D) and marketplace-scale consumer platforms.

EXPERIENCE

Independent Software Engineering Consultant

Aug 2026 -- Present | New York, NY

Contract engineering for an early-stage developer-tools company, taking a Rust suite for running fleets of AI coding agents from first release to private beta.

- Took the product from source-only installs to a private beta: prebuilt Mac and Linux binaries through a Homebrew tap, a public mirror audited for disclosure before open-sourcing, and release notes and upgrade asks that put each build in testers' hands the week it shipped.
- Built the quality system the beta runs on: CI on self-hosted Mac and Linux runners, a cross-machine QA matrix, nightly flake hunts, and a severity-tagged incident log that turned a recurring red main into tracked work.
- Shaped the product with the founder: what a session is, what failure looks like to an operator, and a fleet view in terminal, browser, and phone. Author of roughly 60% of the merged pull requests along the way.

Twitch (Amazon) | Senior Engineering Manager

Jan 2023 -- Jan 2026 | New York, NY

- Owned Twitch's creator content platform (Clips, VODs, Highlights) -- the tools letting creators turn live streams into discoverable, shareable on-demand content reaching millions of daily users. Grew a multi-discipline team from 3 to 10 engineers across backend, data, and frontend to support it.
- Architected portrait Clips as a first-class platform capability, not a feature bolt-on, in direct partnership with Product, Design, and Data Science. More than tripled monthly Clip exports (3x+) and laid the technical foundation dual-format streaming later launched on.
- Partnered with Data Science on A/B experiments for Clips editing features, using results to override product intuition on default behaviors where the data disagreed, landing on personalized approaches that outperformed generic defaults.
- Took platform reliability from weekly pages and recurring SLA misses to zero customer-facing SLA misses over three consecutive quarters across a 50+ endpoint estate, through observability investment and structured incident remediation.
- Led zero-downtime migration of 1B+ Clips records from PostgreSQL to DynamoDB and Elasticsearch using a dual-write, backfill, and cutover strategy, giving the platform the scale headroom the growth work depended on.
- Owned third-party integration relationships (Audible Magic, WebPurify, Amazon IVS) covering content scanning and VOD creation for 100% of incoming content: vendor coordination, SLA accountability, and incident response at scale.
- Built a high-retention team through direct recruiting ownership: sourced and closed 9 hires across L4 to L6, and developed 3 engineers to L5 promotion through structured coaching.
- Led compliance-critical Clips deletion events spanning Twitch and two Amazon teams, meeting legal deadlines with zero downtime while keeping the product roadmap moving in parallel.

Twitch (Amazon) | Engineering Manager

Feb 2021 -- Dec 2022 | New York, NY

- Built team execution practices from scratch (planning cadence, dependency tracking, risk surfacing), improving delivery consistency without heavyweight process overhead.
- Partnered with Product and Design leadership to sequence roadmap investments and ship workflow-driven features with clear user and business impact.
- Developed senior engineers and emerging leads through coaching on scope definition, technical judgment, and execution ownership.
- Led a prerequisite slug key rewrite across the Clips data model (1.5 quarters) to align primary key structure with DynamoDB constraints, directly unblocking the 1B+ record migration that followed.

Twitch (Amazon) | Senior Software Engineer

Feb 2017 -- Jan 2021 | New York, NY

- Led front-end development for Twitch Watch Parties as primary customer-facing engineer, coordinating across four teams (Twitch and Amazon) to deliver a synchronized co-viewing experience shipped globally to the full Twitch userbase.
- Built and operated production services supporting user-facing product experiences, with emphasis on reliability, maintainability, and operational readiness.

ShopKeep POS | Engineering Manager

Mar 2012 -- May 2016 | New York, NY

- Promoted from Software Engineer to Senior Software Engineer to Engineering Manager, managing a team of 5 engineers, later 7 including a lead engineer with two direct reports, through Series A to D growth (roughly 50 to 350 people).

Earlier: Engine Yard (Application Support) | ID Society (Front-End Developer) | Wycats Design (Ruby on Rails)

CORE COMPETENCIES

Leadership & Delivery: Engineering management | Roadmap strategy | Product, Design & Data Science partnership | Cross-functional alignment | A/B testing & experimentation | Data-driven decision making

Platform & Systems: Consumer marketplace platforms | Creator-facing product | Observability & incident management | Distributed systems | Data pipelines & large-scale migrations | Third-party integration ownership | Vendor relationship management

People & Team Building: Coaching & career development | Performance management | Recruiting & hiring | Team scaling

Technical: Rust, Go, Ruby on Rails, PostgreSQL, DynamoDB, Elasticsearch, S3 | Distributed systems, async architecture | REST APIs, third-party integrations | JavaScript/TypeScript, frontend systems | Observability & monitoring

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EDUCATION

Brooklyn College | B.S., Computer Science