

Kevin Hsieh (he/they)

Product-focused full-stack engineering leader with 1+ years of software engineering experience and leadership experience in Ruby on Rails, Python, and Javascript

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Experience

JAN 2026 - PRESENT

Spring Health – Senior Software Engineer II

I work on the Guide Experience team, building AI-backed features that support our members across every stage of their mental health journey.

APR 2025 - NOV 2025

RadAI – Staff Software Engineer + Tech Lead

At RadAI, I build full-stack software solutions to ensure that patients in health systems receive more efficient continuity of care. We utilize health networks' HL7 data pipeline and LLMs to process radiology reports and capture incidental findings, building workflows to improve cancer detection rates for patients.

On top of my responsibilities as an individual contributor, I'm responsible for shaping the development road map, advocating for engineering investments and paying off tech-debt, fine-tuning our sprint processes, helping the team deliver value more efficiently, building camaraderie among teammates, breaking knowledge silos and documenting processes, moderating retros and office hours.

MAY 2021 - SEP 2024

Brightline

Staff Software Engineer + Tech Lead - 2022-2024

Senior Software Engineer + Tech Lead - 2022

Software Engineer - 2021-2022

As part of the early team at Brightline, I architected and maintained their Revenue Cycle Management systems and built custom solutions to support deals with large enterprise clients and insurance companies. Notably, I was part of the core team that helped launch Brightline Kids, a program in partnership with California's Department of Healthcare Services expanding free mental health coaching access to nearly 6 million children in the state of California.

FEB 2020 - FEB 2021

Good Dog, New York, NY – Software Engineer

JAN 2014 - FEB 2020

WeWork, New York, NY

Senior Software Engineer - 2018-2020

Engineering Manager + Tech Lead - 2016-2018

Software Engineer - 2014-16

Filled numerous roles within product engineering teams that focused on a range of initiatives (Revenue Operations, Custom Enterprise Solutions, Wework Anywhere). Some highlights include:

- Launching the initial version of WeWork Anywhere, which has now become WeWork OnDemand.
- Architected and iterating on the digital sales pipeline, increasing efficiency of community member and sales teams internationally
- Updating our payment platforms to support international payments as we opened our first WeWork locations beyond the United States.

JAN 2013 - JAN 2014

Artsicle, New York, NY – Software Engineer