

Alexis Chavez

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Summary

Senior software engineer, eight years shipping production systems, most of it in Ruby on Rails. Platform and API work on systems external developers build against: zero-downtime multi-service migrations, OAuth and permissions systems, high-volume batch write paths. Co-maintainer of `recuerd0`, an open-source Rails 8 platform for LLM context management.

Skills

Ruby, Ruby on Rails, Hotwire (Turbo, Stimulus), React, Elixir · PostgreSQL, SQLite, Redis, Sidekiq · OAuth 2.0/2.1, REST API design, MCP

Experience

Mecanique — Software Engineer · mecanique.studio · Nov 2025 – Present

Solo, independent project: building a creative studio for DTC brands. The software derives a brand's visual identity from its own site, catalog, and campaign material, then delivers advertising imagery authored from that identity and verified against it.

- Designed the pipeline as two gates around a renderer no one controls: hosted image models accept no hard constraints, so every brief is authored from the brand's structured profile, and every output is checked against that same profile before delivery; what fails the check never ships.
- Model and prompt changes are accepted only on measured results: a scoring rubric, frozen test fixtures, a replay harness, and success thresholds set before each run.
- Made model selection empirical: probed candidate image models on geometry handling, directional light, and mask-based repair, and built the capability map that routes each brief to the model that measured strongest on what the brief needs.
- Retired the original product, a guided image-generation tool, once it was clear the hard problem was creative direction rather than generation, and deleted that code instead of maintaining two products.

Salesloft — Senior Software Engineer · Jul 2023 – Oct 2025

Platform and Governance team. APIs and developer tooling for 5,000+ customers and Marketplace partners. Regular on-call rotation.

- Led the migration to decouple OAuth permission scopes across 10+ services, coordinating execution across multiple service teams: sequenced the rollout (auth service first, then dependent services, then the flag flip) and shipped with no broken customer tokens and no downtime.
- Diagnosed connection-pool starvation as the real bottleneck in the Bulk Service, the public batch API for tenant operations, and rebuilt its write path as a buffered batch layer, collapsing per-record writes into batched transactions: throughput roughly doubled.
- Owned the cleanup of Doorkeeper's `oauth_access_tokens` table after it grew to tens of millions of stale records: designed and shipped a rollout that removed the stale tokens without disrupting active customer integrations.
- Shipped image upload for Marketplace applications, diagnosing and fixing a multipart-payload bug along the way in the Elixir router that fronts authorization traffic.

Clearcover — Software Engineer · Jun 2021 – May 2023

State Launch team. Expanding a car insurance platform into new US states under regulatory deadlines.

- Owned the customer-facing insurance application, a multi-step onboarding flow built on services owned by 7 cross-functional teams. Coordinated dependencies and priorities to ship state launches on time.
- Shipped Rails features across multiple services for 5+ state launches, each with state-specific insurance rules and compliance requirements.
- Migrated core functionality off a legacy third-party provider to an internal platform with zero customer disruption.

Comunidad Feliz — Software Engineer · Oct 2020 – Jun 2021

Payments team, took on platform-wide performance and tooling.

- Improved response times on critical flows by 50% by identifying the worst bottlenecks, then applying query optimization and strategic caching; separately tracked down a memory bloat issue causing recurring crashes.
- Built the CI/CD pipeline from scratch: automated testing, linting, deploy workflow.
- Authored the internal coding guidelines and testing standards, and worked with the CTO to get them adopted across the team.

Michelada.io — Software Engineer · 2017 – 2020

Software consultancy. Three years shipping production Rails across multiple clients and industries; fundamentals built alongside senior Rails engineers.

Open Source

recuerd0 — Co-maintainer · github.com/maquina-app/recuerd0

Public, self-hostable LLM context-management platform: versioned Markdown notes (“memories”) organized in workspaces, with a remote MCP server that AI clients connect to. Rails 8.1, SQLite, Solid Queue; zero external services by design.

- Shipped relevance-ranked search across the app and MCP, then re-ran the retrieval eval: answers on the eval corpus went from 7 of 12 to 9 of 12, and the remaining misses were a vocabulary gap, not a ranking gap. Built hybrid retrieval to target exactly that gap, fusing FTS5 with in-process MiniLM embeddings via reciprocal rank fusion.
- Ran a three-arm experiment on how connected agents consume instructions: given nothing, agents wrote contradictions; conventions carried inside the workspace performed on par with the same text in a system prompt. That result set the delivery design, and every workspace now ships its conventions to connecting agents.
- Hardened the write path of the versioned-memory core: fixed updates silently targeting the oldest version instead of the newest, added guarded updates, and made multi-version test cases the standard across the suite so the bug class stays dead.