

Michael J Kelly

Software Engineer focused on reliability. Based in Los Angeles, CA, United States.
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Work

Meta (formerly Facebook), 2019-present: Production Engineer

Work on reliability and efficiency of ML training systems. Find, triage, and fix ML training failures and inefficiencies across the stack: bad feature rollouts, ML scheduler changes, OS changes, data issues, etc. Previously, focused on release safety for ML toolkits, reducing defect rate and time to ship new toolkits to ML engineers. Part of a 24/7 on-call rotation for ML model training.

In 2019-2021, worked on infrastructure for Facebook Messenger/Instagram direct messaging. Capacity management for both planned and unplanned load spikes, maintenance, and large-scale migrations.

Vimeo, 2015-2019: Site Reliability Engineer (2015-2017), Lead SRE (2017-2019)

Technical lead and people manager. Grew the team from 2 to 6 engineers. Led the SRE team in moving the Vimeo.com serving stack (PHP and Go) from our own datacenters to Google Cloud. Focused on building repeatable processes and reusable tools for the SRE team.

Joined as second Site Reliability Engineer at Vimeo. Automated bare metal and VM provisioning, expanded coverage of configuration management to reduce machine setup time from hours to minutes, led a migration from PHP 5 to 7, and built out team wiki with common procedures. Part of 24/7 on-call rotation for Vimeo.com.

Google, 2009-2015: Site Reliability Engineer

Co-designed and built a framework for automated testing of data recovery. Worked datacenter reliability, and ran a real-life large-scale power failure exercise.

Previously, as part of core infrastructure team ([Chubby](#), C++), wrote deployment automation and was part of a 24/7 on-call rotation.

Google, 2008: Intern, Site Reliability Engineering

Designed and wrote an extension to an archiving utility for increased scalability, by allowing multiple distributed parallel writers (C++, using MapReduce).

University of California, San Diego, 2006-2009: Programmer

Worked on Ubiquitous Presenter, a research project to webcast lectures and facilitate active learning exercises. (PHP on the server, C# on the client.) Co-author of a [SIGCSE 2007 paper](#).

University of California, San Diego, 2006-2008: Computer Science Tutor

Graded projects and tests, and held office hours for systems programming, compilers, and introductory courses.

Google, 2007: Intern, Software Quality Assurance

Automated performance testing and reporting for Gmail user interface via Selenium.

Technologies

Most fluent in Python and Go, on Linux.

Past experience writing PHP/Hack, JavaScript/TypeScript, Java, C++, C, Ruby, and Perl.

Vimeo used PHP, MySQL, Kafka, Cassandra, Beanstalk, with Terraform, Chef, Packer, Kubernetes, and Docker in Google Cloud Platform (GCP). Previously, ran CentOS on bare metal and VMware with Kickstart provisioning.

School

University of California, San Diego (UCSD), 2009: Bachelor of Science in Computer Science.

Other

GitHub profile: <https://github.com/mjkelly>.

Open source contributions:

- CUDA debug functions in [PyTorch](#) (2025, [ref](#))
- Browser notifications for [hterm](#) (2014, [ref](#)).
- Small bug fixes to the [Go](#) standard library (2013, [ref](#)) and Facebook's [mcrouter](#) (2018, [ref](#))

Student radio, 2006-2009: Systems administrator and DJ at KSDT, the student radio station at UCSD.

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