



Robert Kotcher

Y Combinator alumni

Carnegie Mellon graduate

viral app founder

2 exits

Education

Carnegie Mellon University '12
BXA Computer Science, Arts

AlphaLab Accelerator '12
with Tunessence (acquired)

Projects

Cat-astrophe prevention unit
I built a robot to spray my cat
when he gets on the counter.

Research

Timing attacks using CSS filters
51 citations

**OAuth Demystified for Mobile
Application developers**
180 citations

Experience

Frontend · HTML5

React.js / CSS	10 years
TypeScript	8 years

Backend · Microservices

Python / Node.js	10 years
Java	6 years

Infrastructure

AWS	8 years
Docker	7 years
Kubernetes	3 years

Machine learning

Deep learning	6 years
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Contact

✉ rkotcher@gmail.com

☎ +1 215 292 3536

🐙 github.com/robertkotcher

🌐 [linkedin.com/in/robert-kotcher-639105196](https://www.linkedin.com/in/robert-kotcher-639105196)

Professional experience

Founder, engineer @ inflightssimulator.com

(August 2026 – present)

Inflight Simulator went viral, reaching 60,000 flights within days of release.

Inflight Simulator lets people explore the world as an airline passenger, choosing destinations and collecting country flags as they complete virtual flights.

Technical skills required included Three.js, Node.js, shadow mapping, geometry reduction, scene culling, frustum streaming, and character rigging.

#Three.js #Node.js #3DGraphics #PerformanceOptimization #CharacterRigging

Founding engineer, pod lead @ solosuit.com (2024 – present)

As a founding engineer at SoloSuit (Y Combinator, W21), I helped build a debt resolution platform serving 200,000+ Americans and protecting \$2.7 billion in claimed debt.

I grew SoloSettle's monthly settlement volume 20x in 20 months, leading dozens of A/B tests across the settlement funnel.

I shipped a product experiment that increased the settlement-offer send rate from 8% to 37%.

I lead a pod of 3–6 engineers and own the team's delivery. I build and maintain core features in TypeScript, Ruby on Rails, and PostgreSQL, supporting a 12,000+ spec test suite.

#TypeScript #RubyOnRails #PostgreSQL #ABTesting #TechnicalLeadership

Product R&D @ [Codecov](https://codecov.io) (2020 – 2022)

Codecov was acquired by Sentry in 2022. I researched and built new products in JavaScript and Jest that were later handed off to the engineering team. My testing tool was one of the reasons for the acquisition.

#JavaScript #Jest #ProductResearch #TestAutomation

Lead Software Engineer @ [Synthesis AI](https://synthesisai.com) (2020 – 2023)

As a founding engineer, I built most of Synthesis AI's data pipelines from the ground up using Go (Golang) and Kubernetes. I maintained AWS infrastructure, Docker containers, and a Go API.

#Go #Kubernetes #Docker #AWS #DataPipelines

Software Engineer @ expii.com (2015 – 2017)

Built Expii's responsive learning-content editor in React.js, CSS, and Flexbox, supporting image, diagram, multiple-choice, text, and video blocks with pixel-perfect implementation of professional designs. The platform used a Python/Flask backend on AWS.

#React #CSS #Flexbox #Flask #ResponsiveDesign

Software Engineer @ NASA (2013 – 2015)

I developed Java software for an ADS-B sense-and-avoid system that was licensed to Vigilant Aerospace.

#Java #ADSB #CollisionAvoidance

Full Stack Engineer @ Tunessence (April 2012 – June 2014)

I was the first hire at Tunessence, a guitar-teaching startup acquired by music publisher Hal Leonard. I worked across the stack using Python and JavaScript.

#Python #JavaScript #FullStackDevelopment