

# Bently Metayer

[github.com/bentlym](https://github.com/bentlym)

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## SUMMARY

Systems Engineer and Full Stack Developer focused on high-performance infrastructure, CLI tooling, and Unix-based systems. Expert in bridging high-level application logic (Python, TypeScript) with low-level systems programming (Rust/C++) to build scalable, production-grade software.

## EDUCATION

### University of Florida

*Bachelor of Science in Computer Science*

Gainesville, FL

Aug. 2023 – Present

## TECHNICAL SKILLS

**Languages:** C++, Rust, Python, TypeScript, JavaScript (ES6+), SQL, Shell Scripting

**Trading & Systems:** Nautilus Trading, Interactive Brokers API, Order Routing, Market Data Streaming

**Development:** Linux/Unix, CLI Tooling, GNOME Extensions, Docker, Git, CI/CD, Makefile

**Web & Backend:** Node.js, Actix, PostgreSQL, Next.js, RESTful APIs, System Design

## PROJECTS & EXPERIENCE

### Nautilus Trading (Enterprise Adapter) | *Rust, Python*

2024 – Present

- Developing a high-performance enterprise adapter for an open-source trading platform to support institutional-grade execution.
- Optimizing data serialization and low-latency communication between Rust core and Python interfaces.

### Algo Trading CLI | *TypeScript, Node.js, Rust*

2023 – Present

- Architected a command-line interface for automated trade settlement and decentralized portfolio management.
- Built automated trading bots with advanced risk management, real-time analytics, and streaming modules.

### Stoqey/IBKR | *TypeScript (Open Source)*

2025 – Present

- Contributed to infrastructure for integrating Interactive Brokers API, enabling institutional-grade order routing.
- Streamlined market data ingestion and improved developer experience for automated trading integrations.

### Gridnews | *TypeScript, Next.js, Node.js, PostgreSQL, Rust*

2024 – Present

- Designed a scalable news aggregation platform using a grid-based UI and a high-concurrency Rust backend.
- Containerized environment using Docker for consistent cross-platform deployment and testing.

## OPEN SOURCE & ACHIEVEMENTS

### Ferium (Contributor) | *Rust*

2024

- Contributed to a fast, multi-source CLI program for managing Minecraft mods from Modrinth and CurseForge.
- Enhanced CLI functionality and improved error handling for multi-threaded asset downloads.
- Filed issues and provided fixes/feedback

### System Engineering & Desktop Environment

2022 – Present

- Developed custom GNOME Extensions to optimize workflow and system monitoring on Linux distributions.
- Maintained a personalized Unix-based development environment focused on CLI-first productivity.

### Developer Communities

Global / Remote

- Active contributor to trading protocol forums and open-source communities, providing technical feedback on system reliability and performance-critical features.