

Additional info

Website

[blog.]goose.love

Personal profile

Software engineer with 4 years of experience in open source, 3 years of experience in the Rust programming language, and 2 years formally contributing to the Rust ecosystem and compiler.

Current Clippy team member with lots of involvement in other teams, mostly focused on performance and compiler diagnostics, always passionate to learn and grow my skills.

[My Github profile](#)

Skills

Rust	Expert
Python	Skilful
Javascript	Skilful

Languages

Spanish	Native speaker
English	C1
Galician	Native speaker

Work experience

Team member

The Rust Programming Language

Oct 2022 – Present

Remote

Focused on delivering new features to the compiler, both user-facing and DX-improving. Always with the perspective of improving performance at zero cost.

- Lead the design and development of optimization efforts on Rust's linting infrastructure. **Reduced** developer downtime by 20–50%.
- Integrated linting tools with specialized benchmarking and profiling tools. Facilitating insight and optimization of the analysis tool.

Project Goal Owner & Lead

The Rust Programming Language

Jun 2024 – Present

Remote

I lead the "Optimizing Clippy & linting" flagship project goal at Rust. This is a synchronized effort between teams (compiler, performance and Clippy teams) to ensure that linting is as fast as it can be.

- I lead, coordinate and review features by contributors.
- I document and formalize RFC documents regarding the goal. Writing technical details in comprehensive ways.

Sponsored contributor

(by Embark)

Sep 2023 – Mar 2024

Remote

Embark Studios, creators of The Finals, sponsored me to work on Clippy and Rust's linting infrastructure, with the objective of making it faster, and not taking as much time on CI. After some collaboration, we managed to get their CI time in between reasonable margins.

Winner of Open Source Peer Bonus Award

by Google

Sep 2023 – Sep 2023

Remote

I got awarded the Google Open Source Peer Bonus award, an achievement given to open source contributors, by Google employees who think that their efforts are notable.

Other technologies I've worked with

- Git & GitHub
- SSH
- Github Actions
- MdBook
- Node & NPM
- NextJS
- Flamegraph