
Jeremy Silver

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Software Engineer Stripe, San Francisco, California.

June 2017–September 2018

- As a member of the streaming data infrastructure team, decomposed a monolithic event handling system into loosely coupled scheduler and workers, communicating via Kafka.
- Added Proto3 schemas and a gRPC interface to Stripe's streaming/batch computation platform, allowing for type-safe queries, while decreasing bandwidth used.
- Wrote tooling and microservices for filtering, searching, archiving, and replaying Kafka streams, making the team's day to day operations easier, and incident investigation and remediation quicker.
- Standardized metric collection across the team's services, while migrating monitoring and alerting to SignalFx. Designed new dashboards for system maintenance and incident investigation.

Android Course Developer Udacity, Mountain View, California.

April 2014–January 2017

- Created online courses that attracted over 27,000 students. Responsible for all stages of course creation: outlining, scripting, creating sample code and exercises, and finally appearing on camera.
- Instructor of *Gradle for Android and Java*, *2D Game Development with libGDX*, and *How to Make a Platformer Using libGDX*. Contributed scripts and sample code to *Developing Android Apps* and *Android Basics: Networking*, made in partnership with Google.
- Developed a sample code delivery system that allows instructors to create and maintain an idealized Git history for students to follow along with.

Machine Vision Intern Allion USA, Portland, Oregon.

January 2014–April 2014

- Built stages of a machine vision pipeline for real-time processing of high speed camera output.
- Invented a class of ternary/n-ary codes with desirable Hamming distance properties.

Scientific Applications Developer Apple, Portland, Oregon.

June 2011–August 2013

- Developed novel algorithms as an intern with the Advanced Computation Group in the fields of sound compression, image compression, image enhancement, machine vision, and error correction coding.
- Created 3D scanning and printing laboratory and wrote tools for interactive markup of 3D meshes.

Senior Reactor Operator Reed Research Reactor, Portland, Oregon.

August 2009–May 2011

- As Requalification Supervisor, created and administered written and practical exams to the staff, gave training and requalification lectures, and founded an enrichment lecture series.
- Performed and supervised reactor power changes, control rod and fuel inspections, thermal power calibration, refueling operations, and neutron activation analysis experiments.

Reed College BA, Physics. Portland, Oregon.

May 2011

- Thesis on the use of numerical differential equation solving and genetic algorithms to simulate and optimize human movement.
- Projects included measuring the temperature dependence of diode reverse bias leakage current, improvised synthesis of fullerenes using a welding power supply, and creation of an interactive computer model simulating the interaction and collision of charged particles.

Skills

- Deep experience with Scala, Python, and Java. Professional experience in C++, Go, Ruby, and Bash.
 - AWS, Kafka, NSQ, Consul, Apache Storm, MongoDB, Protobuf/gRPC, Splunk, SignalFx, and Datadog.
 - Git, Mercurial, Gradle, Maven, SBT, and Bazel.
 - Android App development, libGDX, Arduino, SKLearn, OpenCV, Mathematica, MATLAB, and L^AT_EX.
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