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.
- Wrote tooling and microservices for filtering, searching, archiving, and replaying Kafka streams.
- 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 tens of thousands of 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 LaTeX.