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Jason Priest

For more information on my projects and experience, visit https://jpriest.me/

Education

Massachusetts Institute of Technology **2015 – Present**

Bachelors of Engineering in EECS

- Technical GPA: 4.54
- Coursework
  Algorithms, Advanced Data Structures, Compilers, Operating Systems, Performance Engineering, Databases, Technical Communication
- SaveTFP – President of Student Community Service Club 2016 – 2019
- Varsity Athlete – Men's Lightweight Crew Team 2015 – 2016

Experience

Broadway Technology **Summer 2018**

- Developed backend for new financial instrument on a platform connecting different types of financial institutions
- Profiled, benchmarked, and tested optimizations in C++ codebase

Ab Initio **Summer 2017**

- Added new frontend to data flow graph compiler
- Developed new optimizations within an existing compiler framework
- Developed, found bugs, and extended tests in large C++ codebase

MIT Lincoln Laboratory **Fall 2016**

- Performed research in reverse engineering and simulating PowerPC Linux wireless access point

Touchplan.io **Summer 2016**

- Implemented high-availability, online upgrading, and improved cooperative features for a Java and PostgreSQL backend server with Apache Mesos and ZooKeeper
- Helped introduce continuous delivery systems using Atlassian Pipelines
- Performed data analytics using PostgreSQL and Domo.com

Projects

DenuoCC github.com/JustAPerson/denuocc **Rust 2019**

- Work-in-progress C compiler
- Extensive unit-testing framework

RADS github.com/JustAPerson/rads **Rust 2017**

- Implementation of advanced data structures and algorithms for class
- Vector with sublinear insertion, several different heaps, cache-oblivious sorting algorithm

MITscript **Rust 2017**

- Implementation of dynamic language for compilers class
- Mark-sweep GC and JIT compiler using LLVM

Denuos github.com/JustAPerson/denuos **Rust 2016**

- Toy x86-64 operating system learning experiment
- Basic virtual memory, interrupt, and syscall interface

LBI github.com/JustAPerson/lbi **Lua 2013**

- Basic implementation of the Lua virtual machine
- Accurately emulates nearly all valid Lua bytecode sequences

MODS github.com/JustAPerson/mods **Lua 2011**

- Assembler for Lua bytecode format
- Syntax permits labels and instruction-like macros

Skills

Programming Experience

- Languages: C, C++, Python, Java, PostgreSQL, Rust, Lua, x86 Assembly
- Tools: git, perforce, svn, make/cmake, gcc/clang, ld, gdb, vim/emacs, valgrind, perf
- Operating Systems: Windows, Mac OS X, Ubuntu