

Education	Massachusetts Institute of Technology <i>Bachelors of Electrical Engineering and Computer Science</i> <ul style="list-style-type: none"> ◆ Undergraduate GPA: 4.57 ◆ Relevant Coursework: <ul style="list-style-type: none"> ▪ 6.828 Operating Systems ▪ 6.035 Computer Languages and Compilers ▪ 6.046 Design and Analysis of Algorithms ▪ 6.851 Advanced Data Structures ◆ SaveTFP – Treasurer in student community service club ◆ Athlete – Men’s Lightweight Crew (2015 – 2016) 	Cambridge, MA 2015--2019
Experience	Ab Initio <i>Software Engineer</i> <ul style="list-style-type: none"> ◆ Added new front-end to data flow graph compiler ◆ Developed new optimizations within an existing optimizer framework ◆ Developed, found bugs, and extended tests in large C++ codebase MIT Lincoln Laboratory <i>Software Engineer</i> <ul style="list-style-type: none"> ◆ Developed tools to expedite reverse engineering and emulating embedded systems by identifying key hardware features that require faithful recreation MOCA Systems <i>Software Engineer</i> <ul style="list-style-type: none"> ◆ Implemented high-availability, online upgrading, and improved cooperative features for a Java and PostgreSQL backend server cluster using Apache Mesos and Apache ZooKeeper ◆ Created an automated backend deployment system using Python and Atlassian Pipelines ◆ Performed data analytics using PostgreSQL and Domo.com 	Lexington, MA Summer 2017 Cambridge, MA Fall 2016 Cambridge, MA Summer 2016
Projects	MITscript <ul style="list-style-type: none"> ◆ Implementation of dynamic language for 6.035 ◆ Mark-sweep GC and JIT compiler using LLVM Denuos https://github.com/JustAPerson/denuos <ul style="list-style-type: none"> ◆ A toy x86-64 operating system learning experiment ◆ Basic virtual memory, interrupt, and syscall interface LBI https://github.com/JustAPerson/lbi <ul style="list-style-type: none"> ◆ A basic implementation of the Lua Virtual Machine ◆ Accurately emulates nearly all valid Lua bytecode sequences ◆ Runs at 5% the speed of the official C implementation of the Lua VM MODS https://github.com/JustAPerson/MODS <ul style="list-style-type: none"> ◆ Assembler for the bytecode format used in the Lua Virtual Machine ◆ Syntax permits labels and pseudo-instruction macros 	Rust 2017 Rust 2016 Lua 2013 Lua 2011
Skills	Programming Experience <ul style="list-style-type: none"> ◆ Knowledge of x86/PowerPC Assembly, C, C++, Java, JavaScript, Lua, PostgreSQL, Python, Rust ◆ Experience using development related tools such as git, perforce, make, gcc/clang, ld, gdb, vim/emacs 	