Marc Gutenberger

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Summary

Highly adaptable and motivated software engineer with expertise in low-level programming languages like Rust, as well as high-level web/UI development frameworks like React, Flutter, and Express.js Seeking a challenging role to further develop my skills and use them to develop and maintain highly optimized web applications.

Skills

Programming Languages

- JavaScript, TypeScript
- Rust
- C, C++
- Dart

Web Development Frameworks

- React, Preact
- HTML, CSS, TailwindCSS

Development Workflow

- Git, GitHub
- VSCode, NeoVim
- Figma

Deployment & Pipeline

- Docker
- GitHub Actions
- Azure, Vercel, GitHub Pages

Professional Experience

Senior Software Engineer at Dart-Sys

12/2022 - Present

- Refactored legacy codebase with Rust, improving maintainability and security
- Implemented CI/CD pipelines for the codebase to automate testing and deployment, reducing deployment time by 75%
- Wrote comprehensive documentation and test suites for the codebase, resulting in a 30% decrease in onboarding time for new team members and a 90% increase in code coverage
- Created examples and tutorials for the codebase, increasing external developer adoption by >50%
- Optimized performance by 300% by reengineering and using a hybrid codegen system written in Rust.

Freelance Software Engineer

12/2021 - Present

- Designed and maintained a highly-optimized personal website & blog in Deno, achieving a 99+ score on both Google PageSpeed Insights and Lighthouse accessibility tests
- Published articles on various topics, including web development, algorithm architecture and optimization, and productivity tools
- Contributed to many open-source projects, including the Deno Core, and the Rust Standard Library. (See GitHub for available public contributions)
- Designed and maintained other Open Source projects written in Rust and Deno. (See GitHub for available public projects)

Activities and Honors

- 2023 SkillsUSA Wisconsin State Bronze Medal in Computer Programming