

Michael Belousov

me@mikemikeb.com

<https://mikemikeb.com> (if it's underlined it's a link!)

Dear Oven,

I wanna lead with something I think Oven/Bun could do, you are working on changing the JavaScript game afterall.

Bun could stand out even further by having the best-in-class JavaScript debugging experience. I think the JavaScript ecosystem is badly missing a scriptable (terminal) debugger... you have the position to bring it.

Imagine, being able to reliably dodge irrelevant caught exceptions while chasing a caught swallowed exception, by adding a tiny script to your exception breakpoint that checks the stack/exception context and decides whether to continue or break? I think bun could provide an experience like [c]gdb, that developers love.

And I'm sure much more is possible, including not just using this from a terminal.

I wanted to mention at least this, because I don't mind giving away the idea. But, I don't expect to be considered for hiring even though I am currently job searching, because I don't intend to move to California for at least a year (I literally just moved to the Manhattan area).

But feel free to reach out!

Michael Belousov

Michael Belousov

me@mikemikeb.com

<https://mikemikeb.com> (if it's underlined it's a link!)

Objective

To contribute robust engineering practices to my peers, build products and services people love, and achieve the role of systems expert.

Education

UNIVERSITY OF CONNECTICUT, Storrs, CT

Bachelor of Science, Computer Science and Engineering. Completed May 2019

Select Open-Source Contributions

- ▶ [lint-staged](#) npm package
- ▶ [typescript-eslint](#) npm package
- ▶ [Godot](#) game engine
- ▶ [netaddr](#) python package
- ▶ [onivim2](#) text editor written in Reason

Experience

Bentley Systems, *Software Engineer II* (May 2018—Resigned May 2024)

- ▶ Led architecture and design for our next-generation desktop application framework, mentoring all team members and helped manage day-to-day development
- ▶ Led (solo) development and deployment of the iTwin platform Unreal Engine integration: an Electron application bridging Datasmith C++ SDK to iTwin Node.js APIs, wrote marketing webpages, tutorials, blogs, and update service
- ▶ Led development, and mentored contributors of the Transformation core API for the iTwin platform, a TypeScript Node.js API with native C++ addon components
- ▶ Contributed to multiple customer facing full-stack applications with Node.js, React, ASP.NET C#, C++, MongoDB, and SQLite
- ▶ Produced a webinar promoting the product I led development of on our platform, and blogged about out platform publicly, see the **Technical Writing** section below
- ▶ Introduced fuzzing, sanitizers, clang static analysis, and other tooling to native buildology

ITS, *Security Analyst and Developer* (December 2016—May 2019)

- ▶ Created an SVG network diagramming toolset using SNMP, CDP scanning, and a custom CISCO router CLI parser
- ▶ Migrated a PHP-Python2 XMLRPC+jQuery web stack into bilingual Python3+Vue.js

UCONN Speech and Hearing research, *Technical consultant*

(March 2017—July 2018)

- ▶ Built (solo) interactive simulation software (a game in Unreal Engine 4) for tracking user navigation, for neurological research
- ▶ Built (solo) a TkInter Python app for top-down playback of participant sessions and export of data to Excel

Technical Competencies

Zig, C++/C, TypeScript, Python, GNU/Linux, Git, React, Node.js, Rust, OpenGL/GLSL, .NET, HTML5/CSS, SQLite, Postgres, MongoDB, Wasm, PHP, Godot, Unreal Engine, Azure, Rust, Electron, VSCode extensions, Scheme, Java

Technical Writing

[introducing @bentley/imodel-react-hooks](#)
[iTwin Platform Unreal integration tutorials](#)
(ask me why this integration was deprecated!)
[Evolve your iTwin with Unreal](#)
[Bringing your iTwin into Unreal](#) (webinar video)