

# Kaleb Dickerson

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## EXPERIENCE

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### Snowflake

*Software Engineer – Machine Learning Platform*

**Jul 2025 – Present**

*Menlo Park, CA*

- Enabled inference directly within Snowflake Dynamic Tables by adding function volatility support to snowflake-ml-python
- Designed an extensible tool-handling framework and implemented Cortex Agent and generic tools, contributing to the launch of the Snowflake MCP server

### Apple

**May 2023 – Jul 2025**

*Austin, TX*

*Software Engineer – Applied Machine Learning*

- Architected and independently developed a critical new data ingestion service on a modern stack (**JDK 21, Spring Boot, MongoDB, Kafka, Redis**), replacing a legacy solution to significantly **improve developer accessibility, enhance platform stability** via local integration tests, and **decrease feature development turnaround time**
- Increased generative AI platform accuracy by **7%** via semantic chunking during data ingestion, enabling more context-aware retrieval
- Architected custom Flink connectors for the internal Generative AI ingestion platform that facilitated data integration; over **40 teams across Apple now utilize the solution**
- Reduced resource consumption by 50%** while delivering critical order updates to **millions of customers** by designing and integrating a custom Kubernetes CRD and Operator for batch job parallelism.

### Texas A&M University

**Jun 2021 – Sep 2021**

*College Station, TX*

*Research Assistant - Graph Neural Networks*

- Reviewed academic literature and designed networks to excel at tasks such as 3D geometry prediction for molecules
- Processed datasets of up to 120M molecules using PyTorch-based deep learning models

## EDUCATION

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### Texas A&M University

**May 2023**

*Bachelor of Science in Computer Science, Minor in Mathematics*

*GPA: 3.95*

## PROJECTS

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### [radiant](#) | Go, LLVM

*Turing complete, strongly typed, compiled programming language with modern syntax and type inference supporting simple data types and functions*

- Implemented the compiler frontend in Go (tokenizer, Pratt parser, LLVM IR generator) based on "Crafting Interpreters," enabling optimization and compilation via Clang

### [fuzzy-finder](#) | Rust, Nix

*Terminal-based fuzzy finder written from scratch in Rust using the Crossterm library for text-based UI*

- Built a terminal-based fuzzy finder in Rust with real-time multi-selection and asynchronous non-blocking rendering using Crossterm

### [linux-shell](#) | C++

*Linux shell that interacts with the OS using the POSIX standard*

- Developed a fully-featured Linux shell supporting process execution, piping, I/O redirection, background processes, \$-sign expansion, and custom signal handling for smooth process control

### [markdown-latex-render.nvim](#) | Neovim, Lua

*Neovim plugin to render LaTeX expressions inside of markdown files*

- Created a Neovim plugin in Lua that renders LaTeX expressions inline within markdown files by parsing injected grammars via Treesitter and displaying generated images through the Kitty Graphics Protocol

## TECHNICAL SKILLS

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**Languages:** Java, Python, C++, C, Lua, Go, Rust

**Technologies:** Spring, Spring Boot, Kubernetes, Docker, MongoDB, Kafka, Redis, FastAPI, Linux, AWS, S3, PostgreSQL, Apache Beam, Apache Flink, LLVM, CMake, GDB, LLDB, Bash, Vim, Neovim, LSP, Nix