

Zack Robinson

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EXPERIENCE

SpaceX

Software Engineer II

Mar. 2025 – Present

Oct. 2025 – Present

- Full-stack engineering for the Starlink commercial platform

Software Engineer

Mar. 2025 – Oct. 2025

- Own the end-to-end UI + UX for Starlink customer account management on web and mobile
- Sole software engineer supporting a high-priority cross-team internal effort with extremely tight deadlines; my work directly unlocked \$200M+ of upside for SpaceX
- Rebuilt mobile app authn system to seamlessly support multiple API domains for new market expansion
- Helped build AI-powered support chatbot that autonomously diagnoses issues and replaces hardware

Arcesium

Jun. 2023 – Feb. 2025

Software Engineer

Apr. 2024 – Feb. 2025

- Managed core infrastructure, supporting 1,000+ devs with compute, networking, CI/CD, monitoring
- Rebuilt the cost allocation and chargeback system used for all Kubernetes spend accounting
- Wrote a new Kubernetes continuous delivery service, reducing p99 deploy time by 75%

Software Engineer Intern

Jun. 2023 – Dec. 2023

- Developed new web portal for managing cloud workstations; cut internal support queries by 50%
- Wrote a new microservice for mail egress to enforce internal controls and send delivery status callbacks

EDUCATION

Swarthmore College

Aug. 2020 – Dec. 2023

BA, Computer Science (Engineering & English Literature minors)

GPA: 4.0 (major), 3.9 (overall)

PROJECTS & VOLUNTEER WORK

Swarthmore College Computer Society

Jan. 2021 – Dec. 2023

President

- Revived 30-year-old student organization, growing from 4 to 60+ members
- Rewrote user management system and documentation CMS using Typescript, LDAP, Docker
- Oversaw transition to new central server running Proxmox, various Linux VMs, Dockerized services

Slate | *TypeScript, React, Tailwind, Electron, Figma*

Sep. 2023 – Dec. 2023

- Ideation, user interviews, prototypes, and a fully-functional Electron app for time-based file organization
- Full process writeup: robinsonz.me/slate

FPGA Video Processing | *Verilog, C*

Sep. 2023 – Dec. 2023

- Independent study implementing video processing and VGA on an FPGA (Verilog, Nios II soft core)
- Full process writeup: robinsonz.me/blog/posts/framebuffer

SKILLS

Languages: TypeScript, Python, .NET, Java, Kotlin, HTML/CSS/JS, OCaml, Rust, C, C++, Verilog

Technologies: React.js, React Native, Kubernetes, AWS, Ansible, Terraform, Kerberos, Prometheus, Git/GitHub, Unix/Linux administration, Next.js, Webpack, L^AT_EX