Thomas Gebert

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Computer skills

Python	Java	**Kakfa**	Scala
SQL	ZeroMQ	JavaScript	**FFMpeg**
Clojure	C	**Apache Spark**	TLA+
Haskell	F#	Node.JS	
Erlang/OTP	Go	Git	

Education

Western Governor's University **Salt Lake City, UT**
B.S. Computer Science

University of York **York, United Kingdom**
Ph.D. Computer Science, Formal Methods
Currently Enrolled

Experience

CUNY City Tech **New York, New York**
Adjunct Lecturer *August 2022 – June 2023*
- Taught introductory programming to computer engineering students.
  - Introductory and advanced Python and Java.

OnFrontiers Inc. **New York, New York**
Staff Software Engineer *February 2023 – May 2023*
- Worked to convert backend to an event-sourcing system using AWS Kinesis.
- Heavily used Python to build microservices and shape data to facilitate a scalable architecture.
- Helped design the new database to utilize Neo4j and PostgreSQL.

Reddit Inc. **New York, New York**
Senior Software Engineer *August 2022 – November 2022*
- Worked on the image resizing and caching service.
- Wrote services in Python and Go to optimize the caching process.

Walmart Global Tech **New York, New York**
Staff Software Engineer *August 2021 – August 2022*
- Built NLU pipelines for the Chatbot on walmart.com utilizing the Microsoft Bot Framework.
  - Utilized the Microsoft Bot Framework, F# and C#.
- Coordinated the release of multi-cluster deployment of chatbot.

Apple Inc. **New York, New York**
Senior Software Engineer *September 2018 – February 2021*

- Designed and built a telemetry and analytics system for finding potential bottlenecks in the cache indexes utilizing Java, Clojure, Kafka, Apache Spark, and Tableau.
- Fixed issues and bugs in the iTunes server backend.
- Built a Kafka-based buffering service to reduce load on indexing and caching for iTunes.
- Maintained and expanded rule engine for iTunes, utilizing Objective-C and C++.

Jet.com **Hoboken, New Jersey**
Senior Software Engineer *July 2016 – August 2018*

- Wrote Microservices in F#.
- Utilized the Microsoft Azure stack.
- Used Apache Kafka to send data between services.
- Rebuilt the transactional email system to scale to Jet.com size.
- Taught the F# language during code bootcamps.

Tone Mobile **New York, New York**
Software Engineer *September 2015 – June 2016*

- Write and maintain Erlang backends.
- Create modules for Ejabberd.
- Integrate chat server with Node.js backend.

New York University **New York, New York**
Research Scientist *March 2015 – September 2015*

- Debug Angular.JS frontends.
- Debug Scala backends.
- Help write Haskell backends.
- Programmatically use FFMpeg for video transcoding.

Sq1 **Dallas, Texas**
Application Developer *May 2014 – February 2015*

Senico, LLC **Dallas, Texas**
Software Engineer *June 2013 – April 2014*

Propulsion Labs **Dallas, Texas**
Software Engineer *January 2013 – June 2013*

Amerinational Management Services **Orlando, Florida**
Web Developer *January 2012 – December 2012*

Lockheed Martin **Orlando, Florida**
Software Engineering Intern *May 2011 – August 2011*

Public Speaking

Lambda Days 2023 – Why Design Your Own Levels When Your Computer Can Do it?: Presented an introduction to doing WebGL with ClojureScript, in addition to showing a few simple procedural level generation algorithms for games

Lambda Days 2022 – Predicting and Preventing Chaos with Formal Methods in TLA+: Presented in Krakow, Poland, an introduction to formal methods via a brief description and demonstration of the TLA+ specification language.

Lambda Days 2020 – Distributed Hash Tables, Video, and Fun!: Presented in Krakow, Poland, the same talk as stated above.

Clojure Conj 2019 – Distributed Hash Tables, Video, and Fun!: Presented in Durham, North

Carolina, a demonstration of a project involving a video sharing system using distributed hash tables and to farm out video transcoding.

Side Projects

FSharp.Csv: A reflection-based CSV serializer, written in F#, designed to handle large, multi-gigabyte CSV files, while providing a simple, functional interface, and remaining relatively fast.

Vertigo.Json: A reflection-based JSON serializer and deserializer, designed to be used with F#, with an emphasis on being easy-to-use, fast, and null-safe.

For more, please visit gitlab.com/tombert