

THOMAS GEBERT

Staff Software Engineer

Brooklyn, New York, United States

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SKILLS, LANGUAGES, INTERESTS

- **Languages:** Java, Python, SQL, Clojure, C++, F#, Go, JavaScript, Scala, Erlang/OTP
- **Platforms & Frameworks:** .NET Framework, Vert.x, Node.js, Docker, ZeroMQ, core.async
- **Data & Streaming:** Kafka, Apache Spark, PostgreSQL, RocksDB
- **Cloud & Systems:** GCP, AWS, Linux, Shell Scripting
- **Media & Tools:** FFmpeg

EDUCATION

Western Governors University Salt Lake City, UT

B.S. Computer Science

Western Governors University Salt Lake City, UT

M.S. Computer Science

University of York York, United Kingdom

Graduate Studies in Computer Science

- Research in Formal Methods and Robotics (Isabelle, Haskell, FDR4).
- Verification tools for concurrency-safety in robotic systems.

WORK EXPERIENCE

Schrödinger New York, NY

Senior Software Engineer

Feb 2024 – Apr 2025

- Maintained topology of Kafka Streams applications.
- Augmented RocksDB and optimized write throughput on streaming applications.
- Replaced RocksDB with custom PostgreSQL backend (50% of prior throughput) while cutting cloud storage costs by 80% and reducing duplication across nodes.
- Used Vert.x, Caffeine caches, Bloom filters, and LMAX Disruptor to minimize latency.
- Deployed and maintained distributed apps on Google Cloud Platform.

CUNY City Tech New York, NY

Adjunct Lecturer (Contract)

Aug 2022 – Jun 2023

- Taught introductory and advanced programming (Python 3 and Java 17).
- Built interactive assignments and automated grading modules.
- Collaborated on robotics and cyber-physical systems curriculum.
- Received perfect student reviews for two consecutive semesters.

Reddit, Inc. New York, NY

Senior Software Engineer

Aug 2022 – Nov 2022

- Redesigned image-resizing pipeline in Python and Go, reducing infra cost by approximately 40%.

Walmart Global Tech New York, NY

Staff Software Engineer

Aug 2021 – Aug 2022

- Mentored engineers in distributed computing and functional programming.
- Designed multi-cluster chatbot architecture (F#, C#) with >30% latency reduction.
- Led GraphQL API design and multi-cluster deployment on Azure.

Thrive Global New York, NY

Contract Engineer

Mar 2021 – Aug 2021

- Built localization features in Node.js and containerized services with Docker.

Apple, Inc.	New York, NY
<i>Senior Software Engineer</i>	Sep 2018 – Feb 2021
<ul style="list-style-type: none"> • Built telemetry & analytics (Java, Clojure, Kafka, Spark, Tableau). • Created Kafka buffering for iTunes indexing/caching. • Maintained rule engine (Objective-C/C++). 	
Walmart Global Tech (Jet.com)	Hoboken, NJ
<i>Senior Software Engineer</i>	Jul 2016 – Aug 2018
<ul style="list-style-type: none"> • Built microservices in F# on Azure using Kafka and Spark ML. • Rebuilt transactional email system to Jet.com scale. 	
Tone Mobile	New York, NY
<i>Software Engineer</i>	Sep 2015 – Jun 2016
New York University	New York, NY
<i>Research Scientist</i>	Mar 2015 – Sep 2015
Sq1	Dallas, TX
<i>Application Developer</i>	May 2014 – Feb 2015
Senico, LLC	Dallas, TX
<i>Software Engineer</i>	Jun 2013 – Apr 2014
Propulsion Labs	Dallas, TX
<i>Software Engineer</i>	Jan 2013 – Jun 2013
<ul style="list-style-type: none"> • Developed web applications and internal tooling. 	
Amerinational Management Services	Orlando, FL
<i>Web Developer</i>	Jan 2012 – Dec 2012
Lockheed Martin	Orlando, FL
<i>Software Engineering Intern</i>	May 2011 – Aug 2011

PROJECTS

Talk — Lambda Days 2025 — From ‘Java Sucks’ to ‘Java...Eh, Not Bad’

- Overview of Java 21 + Vert.x for functional programmers.

Talk — Lambda Days 2023 — Why Design Your Own Levels When Your Computer Can Do It?

- Procedural generation with WebGL and ClojureScript.

Talk — Lambda Days 2022 — Predicting and Preventing Chaos with Formal Methods in TLA+

- Introduction to formal methods with TLA+ demo.

Talk — Lambda Days 2020 — Distributed Hash Tables, Video, and Fun!

- Demonstration of distributed video-sharing system using DHTs.

Talk — Clojure/conj 2019 — Distributed Hash Tables, Video, and Fun!

- Durham, NC presentation on distributed media systems.