

# THOMAS GEBERT

Staff Software Engineer

Brooklyn, New York, United States

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## SKILLS, LANGUAGES, INTERESTS

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- **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

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**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

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**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.***Senior Software Engineer*

- Built telemetry & analytics (Java, Clojure, Kafka, Spark, Tableau).
- Created Kafka buffering for iTunes indexing/caching.
- Maintained rule engine (Objective-C/C++).

**New York, NY**

Sep 2018 – Feb 2021

**Walmart Global Tech (Jet.com)***Senior Software Engineer*

- Built microservices in F# on Azure using Kafka and Spark ML.
- Rebuilt transactional email system to Jet.com scale.

**Hoboken, NJ**

Jul 2016 – Aug 2018

**Tone Mobile***Software Engineer***New York, NY**

Sep 2015 – Jun 2016

**New York University***Research Scientist***New York, NY**

Mar 2015 – Sep 2015

**Sq1***Application Developer***Dallas, TX**

May 2014 – Feb 2015

**Senico, LLC***Software Engineer***Dallas, TX**

Jun 2013 – Apr 2014

**Propulsion Labs***Software Engineer***Dallas, TX**

Jan 2013 – Jun 2013

- Developed web applications and internal tooling.

**Amerinational Management Services***Web Developer***Orlando, FL**

Jan 2012 – Dec 2012

**Lockheed Martin***Software Engineering Intern***Orlando, FL**

May 2011 – Aug 2011

**PROJECTS**

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**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.