

Thomas Gebert

693 Thomas S Boyland St. – Brooklyn, NY – United States

☎ 214-451-7333 • ✉ thomas@gebert.app

Computer skills

Java 17	Kakfa	ZeroMQ	Node.JS
Python	Apache Spark	C++	Scala
SQL	Erlang/OTP	F#	FFMpeg
Clojure	Linux	Go	TLA+
.NET Framework	Shell Scripting	JavaScript	Docker

Education

Western Governor's University

B.S. Computer Science

Salt Lake City, UT

Experience

Lead Bank

Senior Software Engineer

New York, New York

September 2023 – November 2023

- Helped scale and maintain the ACH processing system.
- Worked with AWS Lambda, AWS Step Functions, Go, Java, and DynamoDB.
- used Message Queues like SQS to communicate between services.
- Utilized Docker for local development and testing of applications.
- Enhanced deployment scripts to handle different types of services.
- Oversaw the onboarding of multiple clients onto our platform.

CUNY City Tech

Adjunct Lecturer (Contract)

New York, New York

August 2022 – June 2023

- Taught introductory programming to computer engineering students.
 - Introductory and advanced Python 3 and Java 17.
- Created and graded homework assignments and tests.
- Coded interactive learning modules in JavaScript and Python for students to practice.
- Worked with professors designing cyber-physical systems to help formalize robotics applications.
- Given a perfect score for teacher reviews for two semesters in a row.

OnFrontiers Inc.

Principal Software Engineer

New York, New York

February 2023 – May 2023

- Facilitated video communication of clients to potential consulting jobs.
- Redesigned core platform to utilize an asynchronous pipeline.
 - Presented my design to Junior and Senior engineers, as well as CTO.
 - Design was approved by team and CTO.
 - Personally led the implementation of the design.
 - Increased throughput by fifteen percent.

Reddit Inc.

Senior Software Engineer

New York, New York

August 2022 – November 2022

- Used Python, Go, and Docker to help rebuild the image resizing service.
- Utilized Kafka to build distributed systems.
- Wrote build configuration scripts in Python.
- Worked on deployments to Google Cloud Platform.
- Designed and presented new a new version of image caching service.
 - Implemented design after being approved by committee.
 - Decreased cost of image-resizing by over forty percent by moving service in-house instead of outsourcing.

Walmart Global Tech

Staff Software Engineer

New York, New York

August 2021 – August 2022

- Mentored junior and mid-level engineers in distributed computing and functional programming.
- Made use of message queues to schedule and partition work across multiple nodes.
- Delegated and managed work across several engineers when designing distributed systems.
- Built NLU pipelines for the Chatbot on walmart.com utilizing the Microsoft Bot Framework.
 - Utilized the Microsoft Bot Framework, F# and C#.
- Architected the multi-cluster design of the Chatbot.
 - Decreased chatbot latency by over thirty percent across multiple clusters.
 - Coordinated the release of multi-cluster deployment of chatbot.
- Utilized Microsoft Azure, Linux, and Python to build infrastructure.
- Designed and built APIs with GraphQL.

Thrive Global

Contract Engineer

New York, New York

March 2021 – August 2021

- Utilized Node.js to build the localization features.
- Used Docker to build microservices.
- Wrote build scripts in Python.

Apple Inc.

Senior Software Engineer

New York, New York

September 2018 – February 2021

- Designed and built a telemetry and analytics system for finding potential bottlenecks in the cache indexes utilizing Java 11, 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++.
- Deployed Java code onto Amazon Web Services and Linux.

Walmart Global Tech (Jet.com)

Senior Software Engineer

Hoboken, New Jersey

July 2016 – August 2018

- Wrote Microservices in F#.
- Utilized the Microsoft Azure stack.
- Used Apache Kafka to send data between services.
- Utilized Python in conjunction with Apache Spark ML to figure out optimal time to send email.
- Rebuilt the transactional email system to scale to Jet.com size.
- Taught the F# language during code bootcamps.

Tone Mobile

Software Engineer

New York, New York

September 2015 – June 2016

- Wrote and maintained Erlang backends.
- Created modules for Ejabberd.
- Integrated chat server with Node.js backend.

New York University

Research Scientist

New York, New York

March 2015 – September 2015

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

Sq1

Application Developer

Dallas, Texas

May 2014 – February 2015

Senico, LLC

Software Engineer

Dallas, Texas

June 2013 – April 2014

Propulsion Labs

Software Engineer

Dallas, Texas

January 2013 – June 2013

Amerinational Management Services

Web Developer

Orlando, Florida

January 2012 – December 2012

Lockheed Martin

Software Engineering Intern

Orlando, Florida

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.

Certifications

ITIL 4

PeopleCert

2021

Project+ Management

CompTIA

2021

Practical Guide to Trading

Interactive Brokers

2023