

Austin Jones

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February 2, 2025

Dear Hiring Manager,

I am writing you to apply to the Software Engineer role at Thunderbird. I've been working in industry for about 3 years now, but I've nearly 6 years of engineering experience given the work I did in internships. At heart I am a systems programmer, tinkering with Linux for self-hosting was my first introduction into playing with computers. I'm comfy when I'm playing around in file descriptors and pipes. Working in the liminal space between the user and the protocol that will shepherd their emails across the web is an exciting place. It blends the need for a knowledge of computers and an understanding of what the user needs. For me, working on making Thunderbird and its products better would be a chance to make the experience of almost every dev better as well as dive deeper into a field that I care greatly about.

At the University of Tennessee Knoxville, I gained a fundamental basis of software and the best practices of Software Development. These practices were further reinforced in my internships. At Siemens, I worked on many projects ranging up and down the stack. From GUI test applications to embedded firmware, I had my hands in many long term projects; some of which are still in use or informed major architectural decisions. Consequently, I was also responsible for presenting and communicating my work/findings, requiring effective understanding and organization of ideas to show to audiences of varying technicality. At Garmin, my efforts were more focused. In a summer, I became very acquainted with a particular microcontroller and used it to write the power-on logic for a new product. My sole responsibilities were to realize this software, but it involved communicating with the rest of the team, reading schematics, and much code review to inform firmware decisions.

My time in industry has been spent on higher level software. At Polysign, I worked almost exclusively on cloud-based, distributed applications. As it was a start-up, I was often handed the reigns on designs or even full features. The fast and agile development process allowed for whole top-level designs to be usurped for better ones. Team cross talk and integration between teams wasn't common but vital to the bringing up features, products, or debugging production incidents. Technologies across the firms were new and abundant meaning that picking up a small task may also involve learning two or three new technologies and how to use them. This kept me on my toes for entering new projects, expecting nothing and turning to testing to get my footing. In this role, I often brought a systems perspective into the high level software development. I found this helped key in performance insights in the way of networking bottlenecks or threading concerns.

Thank you for taking the time to read my application and considering me for this position. If you've any questions, feel free to reach me with the information above. I'm sure my mixture of skills and work ethic could be a great fit for this role.

Best,

Austin Jones