

Additional info

Website

[blog.]goose.love

Personal profile

Software engineer with 4 years of experience in open source, 3 years of experience in the Rust programming language, and 2 years formally contributing to the Rust ecosystem and compiler.

Current Clippy team member with lots of involvement in other teams, mostly focused on performance and compiler diagnostics, always passionate to learn and grow my skills.

[My Github profile](#)

[My commits](#)

[My commits to @rust-lang](#)

Languages

Spanish	Native speaker
English	C1
Galician	Native speaker

Skills

Rust	Expert
Python	Experienced
Javascript	Skilful

Work experience

Team member

The Rust Programming Language

Oct 2022 – Present

Focused on delivering new features to the compiler, both user-facing and DX-improving. Always with the perspective of improving performance at zero cost.

- Over 350 contributions, including +
- Lead the design and development of optimization efforts on Rust's linting infrastructure.
- Integrated linting tools with specialized benchmarking and profiling tools. Facilitating insight and optimization of the analysis tool.

Project Goal Owner & Lead

The Rust Programming Language

Jun 2024 – Present

I lead the "Optimizing Clippy & linting" flagship project goal at Rust. This is a synchronized effort between teams (compiler, performance and Clippy teams) to ensure that linting is as fast as it can be.

- I lead, coordinate and review features by contributors.
- I document and formalize RFC documents regarding the goal. Writing technical details in comprehensive ways. As well as reporting updates to the greater public throughout monthly updates.

Independent work (Clippy perf.)

Embark Studios

Sep 2023 – Mar 2024

Embark Studios, creators of The Finals, sponsored me to work on Clippy and Rust's linting infrastructure, with the objective of making it faster, and not taking as much time on CI. After direct collaboration with their team, we managed to get their CI time in between reasonable margins.

With them I could align their needs with the project, and prioritize my work on their issues first (i.e. performance improvements for their CI/CD pipelines)

Awards

Open Source Peer Bonus Award

Sep 2023 – Sep 2023

I got awarded the Google Open Source Peer Bonus award, an achievement given to open source contributors by Google employees who think that their efforts are notable.