PROFILE

I'm a software engineer interested primarily in systems programming: compilers, operating systems, distributed systems, databases, and cryptography. I'm also an avid traveler, backpacker, and cyclist.

PRIMARY SKILLS AND INTERESTS

- Rust, Python, C/C++
- GNU/Linux system administration
- Open source and free software movements

PROFESSIONAL EXPERIENCE

2015 — 2016 **Deep Information Sciences**; Core Engineer

Worked as a core engineer on an adaptive, highly parallel database storage engine operating under MySQL. Independently implemented a native partitioning handler to achieve feature parity with InnoDB. Identified a pair of internal performance optimizations and authored solutions for measurable gains. Smaller projects include a cross-platform system assessment tool leveraging Factor; a multi-function, full-stack performance benchmark; and authorship of an internal knowledge base.

2013 — 2015 Wayfair; Engineer III

Worked in a cross-discipline engineering/DevOps role on a small team. Received promotions from Engineer I on track to Senior Engineer. Notable projects include architecting a scalable StatsD/Graphite cluster; automating server provisioning via Puppet configuration management; co-authoring a multi-threaded, lock-free StatsD replacement (*statsdcc*); authoring a PHP static-analysis tool leveraging HHVM (*hussar*); and implementing a compressed DAWG to index 1M+ metrics.

2011 — 2013 athenahealth; Software Developer

Led development on an insurance claim resolution toolset involving distributed querying and processing of large datasets. Independently developed an internal web application to search and index code that was adopted by other developers.

2008 — 2011 Indiana Wesleyan University; Web Programmer

Developed secure web forms within the C# .NET framework. Worked on a small team to completely rebuild the multiple internal and external university websites. In Fall 2010, independently developed a *Student Jobs* web application complete with MSSQL database, indexed full text search, in-site job application support, and template-based content administration.

2010 — 2011 Indego Africa; Website Development Internship

Worked remotely to develop and maintain the Indego Africa website. Redesigned the site using Joomla CMS. Wrote a tool to manage the organization of transactions across Google Checkout, Shopify, and SalesForce systems. Authored a custom PHP web application for sales data management. Received promotion from volunteer internship to part-time VP role.

2010 — 2010 Museum of Science, Boston; Information Systems Internship

Worked with the software team to maintain the museum's public website. In collaboration with a renewable energy research project from MIT, independently developed a pair of C# desktop applications (one service, one GUI) that gathered, parsed, formatted, and distributed XML encoded data which had been collected by the museum's five wind turbines.

INDEPENDENT PROJECTS

- open source contributions: Contributions to Rust compiler, coreutils, cmake-rs, among others
- mezzo: Minimal, from scratch, x86_64 compatible operating system written in Rust
- raft.rs: Implementation of the Raft consensus algorithm in Rust
- forecast: Menubar weather utility for macOS using the DarkSky API written in Swift
- eudyptula: Series of tasks related to the Linux kernel development, including kernel modules and device drivers
- cryptopals: Series of challenges covering fundamental and advanced cryptography
- seaways: Bare-bones breadth-first website asset crawler written in Ruby and tested with rspec

EDUCATION

2016 Recurse Center 2007 — 2011 Indiana Wesleyan University Participated in three month programming sabbatical Mathematics, Computer Software Engineering