Colbyn Wadman

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Highlights

- Open-source: authored tools with up to 688 GitHub stars (Imager).
- High-volume contributor; 2019 activity: 1,323 GitHub contributions (top percentile ranking).
- Built an experimental Markdown renderer on Apple TextKit2 (Swift).

Experience

3in1Spanish
App Developer (Dataset/Pipeline Engineering)   *2024 – present*

- Built a bilingual Spanish dictionary/phrasebook/flashcard app backed by a large-scale dataset generation pipeline.
- Designed the pipeline: schema/design → automated generation → validation → integration into the app.
- Built AI-assisted tooling to improve generation quality and pipeline reliability (structured schemas, validation, error handling).

Subscript
Independent App Developer (iOS/macOS)   *2023 – present*

- Built and shipped a vector-based freeform note-taking app with semantic outlining (H1–H6) and device-independent rendering.
- Implemented core systems: rendering/model pipeline, ink capture/smoothing, and document architecture for large notes.
- Built with Swift (native iOS/macOS) and Rust FFI for performance-critical components; reworking the data model for long-term correctness.

Utah Valley University (UVU)
CS Grader (Computer Science)   *Aug 2020 – Dec 2020*

- Graded CS1400 assignments against rubric and delivered clear written feedback to students.
- Coordinated rubric alignment and edge cases with the instructor to keep grading consistent.
- Used Python within course tooling and grading workflows.

Imager
Founder / Lead Engineer   *2018 – 2020*

- Built an open-source image optimization toolchain; internal benchmarks showed up to 90%+ size reductions on selected cases vs common SaaS optimizers at comparable visual quality.
- Implemented native codec bindings and a Rust core with Node.js bindings; shipped a CLI and packaging.
- Built benchmarking harnesses to quantify size/quality trade-offs (e.g., objective metrics + spot human review).

Uplynk / VDMS (Verizon Digital Media Services)
Junior Developer (QA Team)   *2016 – 2017*

- Built Python tooling to support QA workflows for a video streaming platform (test support, debugging utilities, internal automation).
- Worked with the QA lead/team to reproduce issues and iterate on fixes and test coverage.

Galileo Processing
Data Center Technician

2015 – 2016

- Supported a mainframe build-out and day-to-day datacenter operations; earned multiple pay raises for performance.
- Performed hands-on datacenter work: rack/stack, basic networking, troubleshooting, and coordination with management.

Skills

Languages: Rust, Swift, TypeScript, SQL
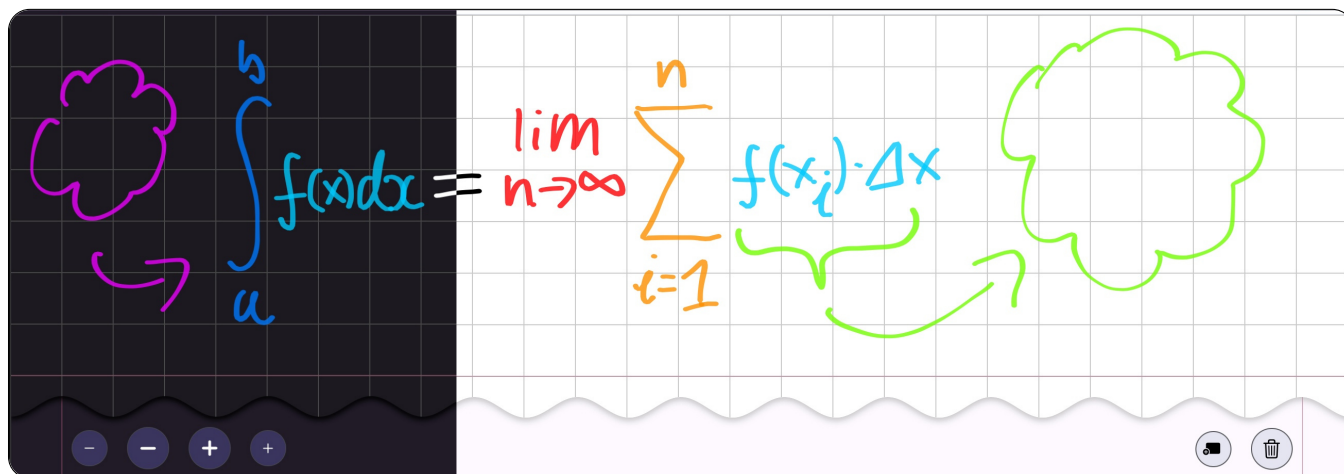**Systems:** CLI tooling, parsers/AST transforms, build pipelines, web scraping
Data: Postgres, schema design, ETL/ingestion, reporting
Web: HTML/CSS, static site generation, performance/SEO fundamentals
Tools: Git, Linux/macOS, Docker (basic), CI (basic)

Postlude

The Subscript Note Taking App

Web publishing example:
https://colbyn.github.io/old-school-chem-notes/dev/chemistry-1010—fall-2021/week-14-acids-and-bases.html
(Shown: older build; no light/dark mode and missing later refinements.)

Pre-LLM app; designed, implemented, and iterated the hard way.