
EMPLOYMENT

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| Software Engineer II | Disney Streaming | Apr 2021 – Present |
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Disney+ Application Development Framework (ADK)

- Works with team of engineers to improve, maintain, and optimize the **Rust** embedded media app framework.
- Decreased app startup time on slowest devices by 45% (~5 seconds) by loading button icons and most static images from spritesheets.
- Migrated Disney+ and Star+ from Content API V3 to V5 ahead of schedule without breakage or downtime.

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| Software Engineer | TenX | Feb 2018 – Feb 2021 |
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- Helped scale card business from ~100K users to >250K+ users.
- Worked on card payments service (ISO 8583), card shipment service, card settlement processing service (**Rust**).
- Implemented logout microservice to migrate user session management to JSON Web Tokens (**Rust**).
- Built continuous delivery pipelines to deploy **Rust** and **TypeScript** services to Kubernetes with Concourse CI.
- Worked on in-house real-time monitoring system using Prometheus, Sentry, and Grafana.
- Participated in on-call rotation, responding promptly to downtime or impacted service around the clock.

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| Engineering Intern | Kajeet | May 2016 – Aug 2017 |
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KART – Network packet filtering service

- Refactored Web content filtering service and associated `netfilter` Linux kernel module (**C89**).
- Improved stability by fixing memory safety and concurrency bugs. Identified and fixed several memory leaks.
- Prepared technical documentation in Atlassian Confluence wiki to facilitate smooth project hand-off.

EDUCATION

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| Fairfax, VA | George Mason University | 2015 – 2018 |
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- Computer Science (Completed 52 credits)
- Undergraduate Coursework: Data Structures; Object Oriented Programming; Low-Level Programming.

PROJECTS

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| tower-lsp | Aug 2019 – Present |
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<https://github.com/ebkalderson/tower-lsp>

- Developed an open source framework implementing the Language Server Protocol (LSP) written in **Rust**.
- Maintaining library, writing documentation, reviewing community contributions.
- Relied upon by over 20 language servers (including Deno, SystemVerilog, Solidity, Tremor, Sway).

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| Amethyst Engine | Dec 2015 – Jan 2019 |
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<https://amethyst.rs>

- Developed an open source general-purpose 3D game engine written in **Rust**.
- Launched project, wrote documentation, launched website, reviewed public contributions, moderated chat rooms.
- Amassed significant following on GitHub (7K+ stars) and attracted over 200 contributors.
- Stewardship transferred to 501(c)(3) non-profit organization in 2018.

ADDITIONAL EXPERIENCE AND AWARDS

- **Second Place, Major League Hacking, VT Hacks III (Feb 2016):** Placed 2nd out of 54 teams in the third Virginia Tech hackathon. Awarded for PushBuddy, a cloud file storage synchronization tool written in **Java**.

TECHNICAL SKILLS

- Languages (*Proficient*): Rust, Bash
- Languages (*Familiar*): C++, C, Java, SQL, Python, JavaScript, HTML, CSS, Lua
- Tools: Git, Linux, Docker, CI/CD, Kubernetes, Google Cloud Platform, Postgres

