

EMPLOYMENT

Software Engineer II	Disney Streaming	Apr 2021 – Present
Disney+ Application Development Framework (ADK)		
<ul style="list-style-type: none">• 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.		
Software Engineer	TenX	Feb 2018 – Feb 2021
<ul style="list-style-type: none">• 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.		
Engineering Intern	Kajeet	May 2016 – Aug 2017
KART – Network packet filtering service		
<ul style="list-style-type: none">• 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

Fairfax, VA	George Mason University	2015 – 2018
<ul style="list-style-type: none">• Computer Science (Completed 52 credits)• Undergraduate Coursework: Data Structures; Object Oriented Programming; Low-Level Programming.		

PROJECTS

tower-lsp	Aug 2019 – Present
https://github.com/ebkalderon/tower-lsp	
<ul style="list-style-type: none">• 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).	
Amethyst Engine	Dec 2015 – Jan 2019
https://amethyst.rs	
<ul style="list-style-type: none">• 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

