> Jynn Nelson

jyn.dev | github.com/jyn514 | linkedin.com/in/jynelson514

Experience

Independent Contributor—Rust Language

October 2019-July 2023

- Founded the bootstrap team and decreased tooling build times by a factor of 9
- Led the docs.rs team and recruited 2 other team members
- Led the rustdoc team and stabilized intra-doc links
- Used user studies to holistically improve the tooling, including documentation

Senior Programmer—TCDI

May 2024-August 2024

- Designed and implemented a system for crash-consistency from scratch
- Researched and solved a 10-year-old bug in the rust standard library runtime

Senior Rust Engineer—Redjack

January 2023-April 2024

- Refactored data processing to be massively parallel, decreasing runtime tenfold
- Redesigned the internal release process to be replicable and convenient
- Avoided spending two months building the wrong feature
- Taught an hour-long weekly class on Rust to 5 other engineers at the company

Systems Engineer—Cloudflare

June 2021-December 2022

- Integrated a distributed WASM runtime with Chrome Devtools
- Added HTTP/3 (QUIC) interception support for a Secure Web Gateway
- Built internal tooling for diagnosing issues with distributed systems
- Decreased project build times by more than 20%

Software Engineer—YottaDB

December 2019-May 2021

- Designed a Rust API for an existing C codebase
- · Refactored existing unsafe Rust to be memory-safe and maintainable

Skills

- Expert in Rust
- Skilled with C, bash, python
- Experience with build systems, bindgen, LLVM, Cranelift, extended debugging
- Documentation and technical writing

Projects

- C compiler written in Rust, using Cranelift: github.com/jyn514/saltwater
- Web server written in **C**: github.com/jyn514/threaded-server
- Macro finding the size of a future at compile time: github.com/jyn514/size-of-trait

Education

B.S. Computer Science and B.S. Mathematics—University of South Carolina