

# Jeremiah Kellick

Former web developer who went on an educational hiatus to become a systems programmer

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## Work Experience

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### Software Engineer

2019–2023

Google

Built user interfaces in Angular and TypeScript as the frontend tech lead and point-of-contact for a small team of three engineers. Made flexible forms where subsequent steps varied widely depending on user selections in prior steps, presenting controls fine-tuned to the customer's use case.

## Projects

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### Chess

[demo](#) | [source](#)

A software-rendered chess application written from scratch in C. Play against yourself or a hand-coded AI. Ported to three platforms: Windows, macOS, and the web, depending on only the C standard library and APIs provided by the respective platforms. Wrote a vector graphics rasterizer to render chess pieces and text at flexible screen resolutions.

### JSON Parser

[source](#)

Handles the full JSON spec, including e.g. Unicode escape sequences in strings and exponent notation for numbers.

### 8086 Simulator

[source](#)

Decodes and runs a subset of 8086 machine code.

## Education

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### Performance-Aware Programming

2024–present

An ongoing online course by Casey Muratori, designed to bring you up to speed on how modern CPUs work, how to estimate the expected speed of performance-critical code, and the basic optimization techniques every programmer should know.

### Carnegie Mellon University

2022–2023

Took the following courses as a non-degree student:

- 18-213 Introduction to Computer Systems
- 15-411 Compiler Design
- 15-410 Operating System Design and Implementation

### App Academy

2018

1,000 hour coding bootcamp

## Skills

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C   C++   C#   Multithreading   OS Internals   HTML   CSS   JavaScript   TypeScript   Angular