

Jeremiah Kellick

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

jeremiah@jeremiahkellick.com

+1 (814) 573-7139

jeremiahkellick.com

github.com/jeremiahkellick

Work Experience

Google

2019–2023

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

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

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

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