

Software Engineer, Accessibility Advocate, and Build Tool Nerd. I am passionate about making developers' work simpler and more efficient. Working in varied spaces, I challenge myself to grow in new ways.

## Experience

### **2020 – Present**   Meta (Facebook) Integrity — *Software Engineer Level 5*

Embedded in Meta's Integrity organization, which keeps users safe from harm (think spam, illicit content, criminal activity, and much more) across the company's many platforms, I help my team align the wide range of integrity teams on standardized practices to protect user privacy. As tech lead on my team, I drive discussions with partner teams across the company, proposing and aligning processes, designing solutions, and leveraging teammates to help design and implement subprojects. The work I have done has provided data and influence on the [Hack language](#) and reduced load on Integrity teams responding to [privacy regulations and commitments](#).

### **2018 – 2020**   Prime Video — *Software Development Engineer II-III*

For the Living Room Infrastructure and Tooling team, I led my team in the development of backend services and a tooling ecosystem for developer productivity for the Prime Video application on devices ranging from low-end smart TVs and streaming sticks to gaming consoles. This included designing and implementing multi-service orchestrations for developer productivity while ensuring the stability and security of the application for customers.

### **2017 – 2018**   AWS WorkLink — *Software Development Engineer II*

Joining right at the conception of the AWS WorkLink service, I led feature investigations and architecture designs, and built critical components of the service's control plane. In this role, I developed skills in API design, service availability, and networking primitives.

### **2016 – 2017**   Amazon Shopping App — *Software Development Engineer II*

On this platform-development team for the shopping app, I investigated and upgraded hundreds of code repositories and build tools to the latest version of Gradle and the [Android Gradle Plugin](#). This involved deep investigations on conventions and implementation details, resulting in a rich understanding of how Gradle and Android Gradle builds work.

### **2014 – 2016**   AWS Silk — *Software Development Engineer I-II*

Designed and built customer-facing features for the Silk browser that are viewed millions of times a day.

### **2013**   Amazon.com — *Software Development Engineer Intern*

Designed and implemented a service for receiving and storing activity metrics for internal tools.

## Education

**2014**   *Bachelor of Science in Computer Science* — University of Maryland Baltimore County  
*Minor in Economics*   GPA: 3.544

# Dustin Toff

---

## Personal Projects

**Wowser** I decided to learn [Rust](#) while also diving deep into the fundamentals of how browsers work. I started from scratch in order to learn, building nearly everything myself: font parsing, HTTP client, a generic language parsing framework for HTML, CSS, and Javascript, a layout and rendering engine that leverages these languages.

**A11y Ally** An Android application for developers that allows them to detect accessibility issues in their own apps and, overall, gain insight into the experiences of users that are dependent on assistive technologies. As part of this effort I reached out to accessibility professionals like [Deque](#) to learn from them and share my experience and ideas.

### Bazel Build System Libraries

- **Bazel Travis Toolbox** — Minimal support library for building Bazel projects on Travis CI.
- **Bazel Repository Toolbox** — Repository rules for simpler integration into common code repositories while encouraging best practices.
- **Bazel Toolbox** — Enables simpler Bazel rule development and testing as a library of common rules, actions, and macros.
- **Bazel Web Rules** — An opinionated collection of rules for building websites in Bazel.

**Ahoy: The Friendly C++ Arrrg Parser** A C++ argument parser utilizing template meta-programming to build an argument parser that avoids macros and ensures compile-time correctness of parameter configuration.

**Dramatic Zoom** An image sharing site with a twist: the images [zoom in while playing dramatic music](#). This used to be an operational site I ran but have since taken it down.

**TTF Minifier** Parses True-Type Font files using [FontTools](#), prunes unnecessary tables and entities, and renames glyphs for brevity.

**Falling Sand Game** A traditional implementation where players can draw various elements (sand, water, plant, etc.) in a 2D world to interact with each other with a crude, hand-written, physics engine.

**Boot Animation Shuffle** Imports and generates boot animations for Android devices. Includes an animation gallery where users can upload and share animations with other users.

More projects available on [my GitHub](#) and [dustintoff.com](#).