May Tusek

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Work Experience

Staff Engineer   February 2023 — Present
Twenty Ideas   *Eugene, OR*

- Led architecture and implementation of major features for at-scale cloud platform.
- Architected, implemented, and communicated technical designs to clients and stakeholders.
- Supported and elevated my team by distilling infrastructural and project knowledge alongside mentorship.
- Developed internal AI / ML products with BERT and multi-language text classification and generation.

Software Engineer   November 2022 — February 2023
Fundament Software   *Remote, OR*

- Worked on the Scopes compiler.
- Wrote standard libraries and frameworks.
- Built internal tooling for benchmarking.

Software Engineer   January 2022 — November 2022
Glimmertech   *Eugene, OR*

- Built 3D and VR applications using Unity and C#.
- Developed scalable infrastructure with Firebase.
- Built application forms for supporting registration and usage of application.

Software Engineer & Database Administrator   December 2019 — September 2020
B & R Autowrecking   *Eugene, OR*

- Created applications to handle billing and processing of millions of inventory items, optimizing out a manual process with a 10,000% increase in efficiency.
- Presented results of data analysis and internal accounting to key stakeholders.
- Built internal tooling in Rust and Python.

Projects

Lisp Implementations, C, C#, Rust, Python (github.com/queercat/bagel, github.com/queercat/borger, github.com/queercat/mal-python, github.com/may-20i/MAL)

- Built serveral LISP implementations in multiple languages to explore language design and compilation concepts.

Pratt Parser, JavaScript, TypeScript, Node (github.com/queercat/bantam-pratt-parser-typescript)

- Built a Pratt parser for the Bantam language in TypeScript.
- Was merged into the references repository by Rob Nystrom.

Lua Parser, JavaScript, TypeScript, Node (git.moon.horse/mayo/jlua, moon.horse/tools/lua-parser)

- A working Lua parser in TypeScript.
- Hand written lexer and parser.

Pixly, TypeScript, Node (git.moon.horse/mayo/pixly)

- Parser and bytecode compiler & interpreter written in TypeScript.

Skills and Awards

- **Programming Languages**: Python, JavaScript, Java, Go, C++, SQL, C#, Bash, Rust, HTML / CSS, Ocaml, Elixir, Ruby, Lua, C, TypeScript
- **Technologies**: Express.js, Jest, Vitest, jQuery, React, Next.js, Flask, Vue, Unity, Firebase, Docker, Git, GitHub, BERT, AI / ML, Compilers, Websockets, Webassembly