Dustin Toff

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Hi, I'm Dustin Toff. I'm a software developer currently working on a new, unreleased AWS service. I enjoy working on side projects in my spare time, especially learning build tooling and infrastructure.

Education

2014   *Bachelor of Science in Computer Science* – University of Maryland Baltimore County

Minor in Economics   GPA: 3.544

Work Experience

2017 - **Present**   AWS – *Software Development Engineer II*
Joining right at the conception of a currently unreleased AWS service, I lead feature investigations, architecture designs, and build critical components of the service. Starting with little domain expertise developed a wider skill set, I have learned many, new technical skills along the way.

2016 - **2017**   Amazon Shopping App – *Software Development Engineer II*
Working on a development-platform team for the shopping app, I investigated and upgraded hundreds of code repositories of code and build tools to the latest version of Gradle and the Android Gradle Plugin. This involved many deep investigations on conventions and implementation details resulting in a rich understanding of how Gradle and and Android Gradle builds work.

2014 - **2016**   AWS Silk – *Software Development Engineer I-II*
Designed and built customer facing features, viewed millions of times a day, for the Silk browser.

2013   Amazon.com – *Software Development Engineer Intern*
Designed and implemented a service for receiving and storing activity metrics for internal tools.

Personal Projects

Bazel Build System Libraries

- Bazel Travis Toolbox –Enables easy support for building and testing Bazel projects on Travis CI.

- Bazel Repository Toolbox –Repository rules for simpler integration into common code repositories while encouraging best practices.

- Bazel Toolbox –A library of common rules, actions, and macros to enable simpler Bazel rule development and testing.

- 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   Image sharing site with the twist that the images zoom in while playing dramatic music.

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   Import and/or generated boot animations for Android devices. Includes an animation gallery where users can upload and share animations with other users.

CommenTube   A video critiquing site that uses the YouTube API and HTML5 canvas to provide textual and visual feedback on YouTube videos. Built as a proof of concept for videographer students.

More projects available at dustintoff.com/#projects.