River Gillis

river.codes/

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Programming Skills

- **Languages**: C/C++, Python, JavaScript, Java **Tech**: Node.js, CUDA, OpenCV, OpenGL, React, Redux

Experience

- **Tanium** Seattle, WA
  Senior Software Engineer *July 2021 - Present*
  - **Tanium Platform**: Working on the Tanium Platform team to optimize peer-to-peer network topologies, reducing WAN usage across millions of endpoints.
  - **NAT Peering**: Designed a strategy to enable peering between endpoints under obfuscated external IPs from load balancing.
- **Google** Seattle, WA
  Software Engineer III (L4) *October 2020 – June 2021*
  Software Engineer II (L3) *August 2019 – October 2020*
  - **Project Starline**: As part of the Project Starline team, designed and implemented a system to encode and decode many large image streams in real-time on limited graphics hardware, allowing us to process 3x as much data using 50% fewer resources.
  - **Capture API**: Led the implementation of an easy-to-use C++ API to interface with prototype image capture hardware, accelerating development speed for the team.
  - **Image Processing**: Designed and implemented a pipeline to process and compress RAW camera imagery beautifully and in real-time on consumer hardware using CUDA, Halide, OpenCV, and Intel SIMD.
  - **Tooling Reliability**: Reworked system maintenance and calibration tooling for better reliability and significantly more automation, saving thousands of hours of technician labor per year.
  - **Parallel Processing**: Developed a system to efficiently manage memory and processing across the CPU and many connected GPU devices in parallel.
- **Google** Mountain View, CA
  Software Engineering Intern *Summer 2018*
  - **Daydream**: Worked on the Daydream Virtual Reality Platform team to develop Google's reference implementation for the upcoming OpenXR mixed reality standard.
  - **Efficient Frame Timing**: Used C and C++ within Android's NDK to implement efficient frame timing functionality for head-mounted displays and smartphone AR/VR.
  - **Effective Scheduling**: Developed sophisticated frame rate scheduling algorithms for Daydream's graphics stack that helped prevent motion sickness and ensure smooth visual experiences in Google's headsets.
  - **Contributor**: Contributed changes back to the OpenXR specification used by most leading AR/VR platforms.
- **Google** Mountain View, CA
  Engineering Practicum Intern *Summer 2017*
  - **Network Topologies**: Developed a utility in C++ to expand and manipulate topological entities and associated network traffic under Google's Network Infrastructure Team.
  - **Performance Benchmarking**: Created a benchmarking utility to measure the performance of network traffic engineering solutions at scale, along with a web-based front-end for visualizing the data using BigQuery.
  - **Automation**: Established an automated system for alerting on performance regressions for the team.

Other Projects

- **CHIP-8 Emulator**: Created a multi-threaded CHIP-8 language interpreter, virtual machine, and graphical system emulator capable of running all available software. Accompanied by a blog series that received over 1000 visitors.
- **Flare – Hyperlocal News**: Developed a cross-platform mobile social network with real-time geofencing using React Native, Redux, and Firebase with Cloud Firestore.
- **Permissioned IoT Datastore**: Created a permission-based cloud datastore for connected IoT devices using Node/Express.js and MongoDB, provided as a REST API using Google Cloud Platform.

Education

- **University of Arkansas** Fayetteville, AR
  Bachelor of Science in Computer Engineering; "With Highest Distinction"; GPA 3.9/4.0 *Aug 2015 – May 2019*