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EXPERIENCE

- **Stream Report**   San Francisco / Remote
  Software Engineer   *Oct 2020 - Now*
  - Reverse engineered a social media iOS app and designed/maintained physical iPhone servers to mine data. Used LuaJIT, Objective-C, python3, Go, protobuf, grpc, PostgreSQL, IDA, OpenVPN, and various AWS solutions.

- **Recurse Center (née Hacker School)**   Brooklyn
  —   *Jan 2020 - March 2020*
  - Educational retreat for programmers. I made a Gameboy emulator, experimented with GNUstep, and made a PICO-8 game. Used C, Objective-C, LuaJIT, python3, Swift, and Rust.

- **Superhuman (funded by Andreessen Horowitz, First Round Capital)**   San Francisco
  Software Engineer   *May 2018 - Aug 2019*
  - Gmail client for Chrome / iOS. Used Swift, Objective-C, C++, Go, JavaScript, React.js, Realm, and PostgreSQL.

- **EQE**   Reno
  Founder   *Jan 2017 - May 2018*
  - Solo founder. https://eqe.fm
    System-wide parametric equalizer and playback history tracker for iOS. Distributed through Cydia, an app store for jailbroken iOS devices. Successor to EqualizerEverywhere, a product I released in 2014. Used Objective-C, C, C++, LuaJIT, Core Audio, NGINX/OpenResty, SQLite, PostgreSQL, and Redis.

- **Quixey (funded by Alibaba, SoftBank, Goldman Sachs)**   Palo Alto
  Software Engineer Intern   *Jan 2012 – July 2012*
  - Quixey Challenge (recruiting tool). Used Meteor (JavaScript framework).

iOS JAILBREAK PROJECTS/PRODUCTS

Non-exhaustive.

- **EqualizerEverywhere (2014)**: System-wide 10-band equalizer. Paid product. Predecessor to EQE (above).
- **Cylinder (2014)**: Lua bindings to Core Animation for fun icon animations. https://github.com/rweichler/cylinder
- **Zebra (2018)**: Not my project, only a contributor. I did initial R&D and localization support. https://github.com/wstyres/zebra
- **Lucy (2016)**: Lua / Objective-C bridge and runtime analysis/debugging tool for iOS. https://github.com/rweichler/lucy
- **jjjj (2017)**: GUI package manager for iOS (based on dpkg, similar to Cydia). https://github.com/rweichler/jjjj
- **Aite (2017-Now)**: Custom build system. I use this a lot. https://github.com/rweichler/aite

OTHER PROJECTS

Non-exhaustive.

- **Meatpick (2020)**: Basic Calendly clone. http://meatpick.com
- **gbrc (2020)**: Gameboy emulator, written from scratch in C. Runs Pokemon Red.
- **Sunnyveil (2017)**: 3D game engine written in C and LuaJIT. Has Lua bindings to Bullet (physics engine) and OpenGL.
- **Wuigi (2011)**: Mario clone (kind of like Mario Maker), written in Java. https://github.com/rweichler/wuigi
- **Luna Roja (2017)**: Custom Gameboy emulator for the 3DS for a heavily modified version of Pokémon Red. https://hax.iimarckus.org/topic/7112/

EDUCATION

- **UC Davis**: Bachelor's in Computer Science, Class of 2017
- **Homestead High School**: Cupertino, California

SKILLS

Technologies and languages I've used can be found in the "Experience" section.