

name{ JD Lloret }



title{ Software Engineer }

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linkedin://jdlloret

github://shua }

skillz{

PRODUCTION

Golang, Java, Scala,

Spring, Jenkins CI,

POSIX Shell,

Terraform, python,

ansible, packer, js,

ReactJS, Node.js

>5000 LINES

Rust, C, C++,

x86_64 asm

>1000 LINES

prolog, brainf*ck

FAMILIAR

Lean, TLA+, plan9,

GLSL, OpenGL }

education{

Temple University:

BS MATH & CS

Cert Data Science

Minor German

Honors Program

Undergrad Research

Phi Beta Kappa

sep 2013 - may 2017

Universität Hamburg:

apr - aug 2016 }

languages{

English: Native

German: Conversant C1

Spanish: Okay B1 }

work experience[

{ **joyent: software engineer**

feb 2021 - present

REMOTE

- » Designed AWS SQS-compliant queue service: 80k msgs/sec, golang, foundationDB, apache kafka, NATS, distributed architecture
- » Implemented distributed hashed hierarchical timer wheel

{ **xfinity stream: software engineer**

oct 2017 - feb 2021

REMOTE / PHILADELPHIA, PA

- » Worked with a team of ~20 to maintain api gateway written with spring, java 15; which included quite a bit of business logic, a 100Gb in-memory data store, home-grown PAXOS
- » Serviced customer apps on 6 different platforms, to a scale of over 1.5m unique devices per hour and 27k requests per second.
- » Deployed 2-3 times/week with concourse ci, terraform, vault, ansible, packer, across multiple aws regions, and managed infrastructure
- » Tested with mockito, wiremock, pytest
- » Led teams of ~4 as technical lead, architect, and technical writer
- » Proved fault-tolerant data ingest pipeline with apache flink and TLA+
- » Designed and built containerized microservice on ECS handling content playback and licensing

{ **Center for Networked Computing: researcher**

jan 2015 - oct 2015

TEMPLE U, PHILADELPHIA, PA

- » Research using SDN routers to improve video transfer
- » Research applications of Hadoop inside Eucalyptus cluster
- » Won 2nd place at Temple Future of Computing

{ **phmHealth: intern, fullstack web developer**

jul 2014 - sep 2014

PHILADELPHIA, PA }

other experience[

{ **ducttape: game engine developer**

may 2011 - may 2012

REMOTE

- » Created open source C++ game engine with remote, multinational team using Ogre3D, BulletPhysics, SFML and Boost
- » Led team designing and creating dev tools and scene editor

publications & awards[

WeSeeYou - Adapting video streaming for surveillance:

J Lloret, R McCue, J Wu; 2015 IEEE 12th International Conf on MASS

Hadoop in the Emerging Cloud:

J Lloret, J Wu; 2nd Undergrad, 2015 Temple Future of Computing

Finite 1D Subdivision Rules:

J Lloret, B Rushton; Honourable Mention, 2014 Temple Research]