name{ # JD Lloret }

title{ ## Software Engineer }

pic{  }

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contact{

+1 803.386.9445
jd@isthisa.email
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

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languages{

English: Native
German: Conversant C1
Spanish: Okay B1

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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

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{ ### **xfinity stream**: software engineer
oct 2017 - feb 2021 REMOTE / COMCAST, PHILADELPHIA, PA

» Worked with a team of ~20 to maintain on 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

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{ ### **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

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{ ### **phmHealth**: intern, fullstack web developer
jul 2014 - sep 2014 PHILADELPHIA, PA

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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

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publications & awards[

WeSeeYou - Adapting video streaming for surveillance:
J Lloret, R McCue, J Wu; 2015 IEEE 12th Internation 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

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