JD Lloret
Software Engineer

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github://shua
}

skillz{

PRODUCTION
Java, Scala, Spring,
Concourse CI,
POSIX Shell,
Terraform, python,
ansible, packer, js,
ReactJS, Node.js

>5000 LINES
Rust, C, C++,
x86_64 asm

>1000 LINES
golang, prolog,
brainf*ck

FAMILIAR
Lean, TLA+, plan9,
Elixir, GLSL, OpenGL
}

education{

Temple University:
BS MATH & CS
Cert Data Science
Minor German
Honors Program
Undergrad Research
Phi Beta Kappa
may 2017

Universität Hamburg:
apr - aug 2016
}

languages{

English: Native
German: Conversant C1
Spanish: Okay B1
}

work experience[

{ **xfinity stream**: software engineer
oct 2017 - present   COMCAST, PHILADELPHIA, PA
» Worked with a team of ~20 to maintain and enhance an api gateway written with spring, java 15. Said gateway included quite a bit of business logic, a 100Gb in-memory data store, some 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, aws across multiple regions
» Tested with mockito, wiremock, pytest
» Led multiple teams of ~4 as technical lead, architect, and technical writer (I **really** value well-written docs)
» Proved a new 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**: full-stack web developer
jul 2014 - sep 2014   PHILADELPHIA, PA
» Prevented Healthcare fraud using NFC, BluetoothLE, and GPS
» Worked with REST server built on Scala PlayFramework
» Developed web frontend using AngularJS and Bootstrap
» Ported android mobile app to ionic/cordova
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other experience[

{ **ducttape**: game engine developer
may 2011 - may 2012   COLUMBIA, SC
» 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 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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