

name{ JD Lloret }



title{ Software Engineer }

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linkedin://jdlloret

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

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 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]