Kynan Rilee (ublubu.github.io)

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Education

- Princeton University – Computer Science BSE 2012, magna cum laude (3.71)

Experience

- LeapYear.io **–** Consultant **–** (Nov 2015 - Dec 2015)

  Wrote a streaming database interface and blocked streaming join and implemented streaming versions of some in-memory differentially private machine learning algorithms. These machine learning algorithms now scale to datasets of any size. (Haskell)

- Yahoo **–** Software Development Engineer **–** (Feb 2014 - Mar 2015)

  Node.js and client-side frontend work using React.js and Flux for the Digital Magazines platform. I applied functional programming principles to create design patterns adopted by my team. My ad integration code, written according to these patterns, was so effective at simplifying ad-related engineering work that another team chose to maintain it as a library for other Yahoo properties to use. (JavaScript)

- Microsoft, Ericsson **–** Software Development Engineer **–** (June 2012 - Sept 2013 - Jan 2014)

  Set up a Windows Azure and Hadoop/Hive/Oozie-based big data platform and created a configurable system for reporting and recommendations. Non-technical users could safely configure recurring and ad-hoc reports with a variety of data sources, metrics, and drill-downs. Metadata-based "More Like This" recommendations for the TV product. (C#, Hive)

- Microsoft **–** Software Development Engineer Intern **–** (June 2011 - August 2011)

  Co-created the Tile Puzzle app in HTML5 and JavaScript for Windows 8 developer preview:
  A fresh take on the classic sliding tile puzzle where slideshows and videos are cut into tiles.

Projects (github.com/ublubu)

- webapp-reflex **–** working toward best practices for Haskell web front-ends using reflex-dom
  Useful combinators, abstractions, and design patterns in the context of a simple E2E Haskell web app.
- shapes **–** performant constraint-based 2D physics engine in Haskell
  Custom unboxed vector math code generation library and other optimizations
  Long-lived project, heavily refactored and rearchitected
- tile-rider **–** a novel sliding tile puzzle game, written in Haskell
- More in progress at ublubu.github.io

Current Languages

- Haskell, JavaScript