Jacob Wirth

May 2017 Contact:

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Technical Qualifications

• Programming Experience

- Proficient in a wide variety of languages, including C/C++, Java, Go, and Ruby
- Experience in low-level programming
 - Assembly experience for JVM, ARM, x86
 - Reverse engineering experience
- Concurrent and multi-threaded design
- Automated software testing and automation
- HTTP and network protocols
- Graphics and GPU programming (OpenGL, GLSL)
- Bash and shell scripting for unix-based systems
- Source control using Git, Mercurial and SVN

• Web Experience

- Experience with both client and server-side applications using various libraries
 - Go, Node.js, Ruby, PHP
 - Web Services: Nginx, Varnish, Apache

Databases

• MySQL, Sqlite, PostgreSQL, MongoDB

• Hardware Experience

- Programming embedded systems
- o Circuit design / assembly, board design, soldering
- Hardware debugging with various equipment

Education

• Candidate for Bachelor of Software Engineering - Co-op Program

University of Waterloo
September 2012 - April 2017

Work Experience

Shopify Inc - Developer Intern

- September 2016 December 2016 (Data Infrastructure Team)
 - Created a software license server proxy to allow for better license control
 - Set up automated cluster deployments using Chef and Cloudera
 - Continued to maintain Toxiproxy software and documentation

Stripe Inc - Developer Intern

- January 2016 April 2016 (Systems Team)
 - Worked on implementing an improved webhook queuing system

Shopify Inc - Developer Intern

- May 2015 August 2015 (Developer Tools Team)
 - Worked with a team to switch CI testing over to Buildkite
 - Improved CI runtimes by implementing more advanced queuing techniques.

• September 2014 - December 2014 (Stack / Resiliency Team)

- Developed Toxiproxy for resiliency testing
- Improved existing "chaos monkey" resiliency testing service

• January 2014 - April 2014 (Operations Team)

- Implemented Collins (developed by Tumblr) for infrastructure management
- Was part of patching Heartbleed across all servers

May 2013 - August 2013 (Security Team)

- Implemented audit trail logging within Shopify core
- Developed some credit card processing code / services

Sage Data Solutions - Software Developer

- Summer 2012 and 2011
 - Updated existing software to fix bugs and improve performance
 - Developed a web reporting utility to fit the needs of a client
 - Developed a new piece of software for tracking security patrols (On Desktop, Handheld, and Web)
 - Technologies Used: Visual C#, Visual Basic, PostgreSQL, HTML, CSS, ASP.NET, Mercurial

Significant Projects

For more details, source code, and other projects seexthexder and frustra on github.

• Stray Photons - Capstone Design Project (2017)

- A novel implementation of Global Illumination in 3D rendering
- Uses advanced lighting techniques to create unique puzzle mechanics
- Awarded 3rd place prize at the UWaterloo Software Engineering Design Symposium
- Created from scratch using C++, OpenGL, and GLSL

Toxiproxy - Resiliency testing proxy (2015)

- Developed at Shopify for programatically simulating network conditions in tests
- Has gained a fairly large following on Github
- Created using Go

• mods.io - Minecraft Mod Hosting (2014)

- File hosting for Minecraft mods that pays authors a revenue share
- Created using Go, Revel, Gorp, MySQL, Redis

• cdn.frustra.org - Custom built, high performance CDN (2014)

- Serves files for mods.io and portal2sounds.com
- Location based routing, low cost, high benchmark figures (4000 req/s per \$5 server)
- o Created using Varnish, nginx (For SSL proxying), Route53 (DNS), DigitalOcean servers

• BBCode Compiler (2014)

- A very fast BBCode parser and compiler for rendering html pages
- Created using Go

Wat Do? - Time Management Utility (2013)

- Prioritizes and displays assignments in an easy to use web interface
- o Created using Node.js, Jade, LESS, MongoDB

• Custom 3D Renderer (2012)

- Renders objects on the CPU without using any external libraries
- Created using Java

• TetrUs - Co-operative Multiplayer Tetris (2011, Updated 2014)

- Uses peer-to-peer networking for connecting between players
- Created using Node.is, Javascript, Web Sockets and WebRTC
- Originally created using Java and Java Sockets

MyCraft - Minecraft Mod Loader (2011)

- Uses Java bytecode manipulation to modify minecraft and load mods
- Over its life, MyCraft received over 1,000,000 unique downloads
- Created using Java, ASM Library (Previously used BCEL)

Awards and Achievements

- 3rd Place Capstone Design Project (Software Engineering, University of Waterloo, 2017)
- Software Engineering Entrance Scholarship (University of Waterloo, 2012)
- Honourable Mention, Canadian Computing Competition (University of Waterloo, Senior, 2011 and 2012)
- Completed Stripe Capture the Flag 2.0, (#709, 2012)
- Completed / 1st Place Stripe CTF3 (#1, 2014) Writeup