

Contact

4159103032 (Mobile)
zac@zacbowling.com

www.linkedin.com/in/zbowling
(LinkedIn)
zacbowling.com/ (Personal)

Top Skills

Embedded Software
Rust (Programming Language)
Swift (Programming Language)

Languages

Spanish (Limited Working)
English (Native or Bilingual)
Klingon (Professional Working)

Publications

De Wereld Draait Door: DWDD
university presenteert: De wereld
van Klöpping 2.0
The Hackathon Is On: Pitching and
Programming the Next Killer App

Patents

Modification of distracting sounds
Restaurant management and
reservation systems and methods

Zac Bowling

Staff AI Software Engineer @ Modular
Alameda, California, United States

Summary

I'm Zac Bowling, a Staff Software Engineer at Modular, with a deep passion for building new technology and advocating for social progress. With over 20 years in the industry, I've honed my skills across mobile platforms, embedded systems, and operating system development.

At Modular, I'm tackling AI software challenges and pushing the boundaries of system performance. Before that, I was part of the original team at Google that developed the Fuchsia operating system from the ground up—now running on millions of devices.

Beyond the tech world, I'm an advocate for affordable housing and sustainable development. As an elected delegate in the California Democratic Party and a leader in East Bay YIMBY, I work to advance policies that address housing inequality and economic justice.

Specialties:

- Building operating systems & compilers
- Scaling startups & leading engineering teams
- Public speaking & video content creation
- Grassroots political organizing

When I'm not in front of a screen, you'll find me organizing housing advocacy, leading community groups in Alameda, or making content for my TikTok and YouTube channels, which have over 140,000 combined subscribers.

Feel free to connect with me here or check out more of my work at zacbowling.com.

Experience

Modular
Staff Software Engineer
April 2023 - Present (2 years)
San Francisco Bay Area

California Democratic Party
4 years 3 months
Executive Board Member
March 2025 - Present (1 month)

DCCC Delegate (ADEM)
January 2021 - Present (4 years 3 months)

City of Alameda
Open Government Commissioner
January 2025 - Present (3 months)
Alameda, California, United States

Google
Software Engineer
May 2015 - March 2023 (7 years 11 months)
San Francisco Bay Area

An early member of the Fuchsia, bringing up a new from-scratch operating system to market and shipping it on millions of devices. Worked on bringing up core system libraries, drivers, and toolchains, developing a new Bluetooth stack, and working on developer tools and frameworks for the platform. Primarily developed in Rust, C++, C, Swift, Dart, and Go.

Apportable
3 years
Principle Software Engineer
June 2012 - May 2015 (3 years)
San Francisco Bay Area

Early employee and lead developer on the Apportable and Tengu SDKs.

The core Apportable technology was designed to allow developers to write and port native Objective-C and Swift code to run on Android and other platforms (Linux, Windows, BlackBerry, JavaScript/Emscripten). The Apportable SDK is an alternative to the native Android NDK that adds Xcode, Objective-C, and Swift support to Android.

Within Apportable, I focused primarily designing and developing out the core platform. That work included porting and reimplementing the Objective-C language and runtime, libdispatch, mach, CoreFoundation, Foundation, CoreData, and UIKit to all run natively on top of Android. As part of building the Apportable SDK, I spent a lot of time hacking on our fork of the LLVM/Clang compiler to add additional ABI and language features to Objective-C, support modern Objective-C in GDB, and a port a number of native libraries to be compatible with Android.

Developer Evangelist

August 2013 - April 2015 (1 year 9 months)

Working as the public face as the company to the developer community. Wearing multiple hats, embedded in the business development and marketing team inside Apportable. Part of this work has been to developing out a strategy for our developer marketing, ramping up our SDK presence in the community, doing press releases, organizing our conference presence, and public speaking.

SeatMe, Inc. (acquired by Yelp)

Lead iOS Developer

April 2011 - June 2012 (1 year 3 months)

First employee and the lead developer of the iOS team. Building a front of house management and reservation system for the restaurant industry. SeatMe went on to be acquired by Yelp.

View Inc

Founder

May 2010 - April 2011 (1 year)

View was a bootstrapped startup in the San Francisco area. It started life as a product called imhello, which pivoted twice into View. My co-founder and I developed an Android and iPhone application for helping people find and share information with others around them.

doubleTwist

Senior Software Engineer

May 2009 - April 2010 (1 year)

Desktop and web services developer. Built out Windows (C#) and Mac (Objective-C) desktop apps.

Seesmic

Software Engineer

January 2009 - April 2009 (4 months)

Mobile developer (iPhone and Android developer). Developed the early video product and later early versions for the Seesmic iPhone app.

Texas Instruments

Senior Software Engineer (TL)

August 2006 - July 2008 (2 years)

Working as part of the Education Technology division, focusing on the development of the latest generation of TI graphing calculators and educational software.

Match.com

Applications Engineer

March 2005 - July 2006 (1 year 5 months)

Designed and deployed double blind email services with web based frontends. Also was in charge of Win32 and Unix service integration and development in our division.

Online Computer Solutions

Senior Software Engineer

March 2003 - February 2005 (2 years)

Software and Systems Engineer for a mid-sized ISP

Microselect

Jr. Software Developer

December 2000 - September 2001 (10 months)

Mobile (Palm/PocketPC) and Web based software development for medical practice management software.
