name{ # JD Lloret }

title{ ## Software Engineer }

pic{  }

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contact{

jd@isthisa.email
linkedin://jdlloret
github://shua

}

skillz{

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

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

FAMILIAR
Lean, TLA+, plan9, GLSL, OpenGL

}

education{

Temple University
BS MATH & CS
Cert Data Science
Minor German
Honors Program
Undergrad Research
Phi Beta Kappa
sep 2013 - may 2017

Universität Hamburg
apr - aug 2016

}

languages{

English: Native
German: Conversant B2
Polish: Some A2
Spanish: Some A2

}

about{

Senior software engineer located in Gdynia, Poland with eight years experience building and maintaining fast distributed data storage systems, looking for hardware-adjacent opportunities.

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work experience[

{ ### **joyent**: software engineer
feb 2021 - aug 2024 REMOTE

» Designed AWS SQS-compliant queue service: 80k msgs/sec, golang, foundationDB, apache kafka, NATS, distributed architecture.
» Implemented distributed hashed hierarchical timer wheel.

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{ ### **xfinity stream**: software engineer
oct 2017 - feb 2021 REMOTE / COMCAST, PHILADELPHIA, PA

» Worked with a team of 20 to maintain an api gateway written with spring, java 15, 100Gb distributed in-memory data store, 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 3 times/week with concourse ci, terraform, vault, ansible, packer, across multiple aws regions, and managed infrastructure
» Tested with mockito, wiremock, pytest.
» Led team of 4 as technical lead, architect, and technical writer.
» Proved fault-tolerant data ingest pipeline with apache flink and TLA+.
» Designed and built containerized microservice on ECS handling content playback and licensing.

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other experience[

{ ### **self-guided learning**: compilers
sep 2021 - mar 2022 REMOTE

» Cornell CS 6120: compilers, static analysis, SSA, custom LLVM passes; and Cornell CS 4110: type theory, formal proofs

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{ ### **ducttape**: game engine developer
may 2011 - may 2012 REMOTE

» 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

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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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