EYAL KALDERON

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#### **EMPLOYMENT**

GitHub: ebkalderon

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# **Software Engineer II**

# **Disney Streaming**

Apr 2021 – Present

Disney+ Application Development Framework (ADK)

- Works with team of engineers to improve, maintain, and optimize the **Rust** embedded media app framework.
- Decreased app startup time on slowest devices by 45% (~5 seconds) by loading button icons and most static images from spritesheets.
- Migrated Disney+ and Star+ from Content API V3 to V5 ahead of schedule without breakage or downtime.

#### **Software Engineer**

TenX

Feb 2018 - Feb 2021

- Helped scale card business from  $\sim 100 K$  users to > 250 K+ users.
- Worked on card payments service (ISO 8583), card shipment service, card settlement processing service (**Rust**).
- Implemented logout microservice to migrate user session management to JSON Web Tokens (**Rust**).
- Built continuous delivery pipelines to deploy **Rust** and **TypeScript** services to Kubernetes with Concourse CI.
- Worked on in-house real-time monitoring system using Prometheus, Sentry, and Grafana.
- Participated in on-call rotation, responding promptly to downtime or impacted service around the clock.

### **Engineering Intern**

Kajeet

May 2016 - Aug 2017

KART – Network packet filtering service

- Refactored Web content filtering service and associated netfilter Linux kernel module (C89).
- Improved stability by fixing memory safety and concurrency bugs. Identified and fixed several memory leaks.
- Prepared technical documentation in Atlassian Confluence wiki to facilitate smooth project hand-off.

### **EDUCATION**

# Fairfax, VA

# **George Mason University**

2015 - 2018

- Computer Science (Completed 52 credits)
- Undergraduate Coursework: Data Structures; Object Oriented Programming; Low-Level Programming.

#### **PROJECTS**

tower-lsp

Aug 2019 – Present

https://github.com/ebkalderon/tower-lsp

- Developed an open source framework implementing the Language Server Protocol (LSP) written in **Rust**.
- Maintaining library, writing documentation, reviewing community contributions.
- Relied upon by over 20 language servers (including Deno, SystemVerilog, Solidity, Tremor, Sway).

### **Amethyst Engine**

Dec 2015 - Jan 2019

https://amethyst.rs

- Developed an open source general-purpose 3D game engine written in **Rust**.
- Launched project, wrote documentation, launched website, reviewed public contributions, moderated chat rooms.
- Amassed significant following on GitHub (7K+ stars) and attracted over 200 contributors.
- Stewardship transferred to 501(c)(3) non-profit organization in 2018.

#### ADDITIONAL EXPERIENCE AND AWARDS

• Second Place, Major League Hacking, VT Hacks III (Feb 2016): Placed 2<sup>nd</sup> out of 54 teams in the third Virginia Tech hackathon. Awarded for PushBuddy, a cloud file storage synchronization tool written in Java.

#### TECHNICAL SKILLS

- Languages (Proficient): Rust, Bash
- Languages (Familiar): C++, C, Java, SQL, Python, JavaScript, HTML, CSS, Lua
- Tools: Git, Linux, Docker, CI/CD, Kubernetes, Google Cloud Platform, Postgres