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## EMPLOYMENT

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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 ~100K users to >250K+ 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.

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## EDUCATION

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### Fairfax, VA George Mason University 2015 – 2018

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

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## PROJECTS

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### tower-lsp Aug 2019 – Present

<https://github.com/ebkalderson/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.

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## ADDITIONAL EXPERIENCE AND AWARDS

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- **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**.

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## TECHNICAL SKILLS

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- 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