> Jynn Nelson

jyn.dev | github.com/jyn514 | linkedin.com/in/jynelson514

Experience

Senior Rust Engineer—Redjack

January 2023-Present

- Refactored data processing to be massively parallel, decreasing runtime tenfold
- Redesigned the internal release process to be replicable and convenient
- Avoided spending two months building the wrong feature
- Taught an hour-long weekly class on Rust to 5 other engineers at the company

Systems Engineer—Cloudflare

June 2021-December 2022

- Integrated a distributed WASM runtime with Chrome Devtools
- Added HTTP/3 (QUIC) interception support for a Secure Web Gateway
- Built internal tooling for diagnosing issues with distributed systems
- Decreased project build times by more than 20%

Independent Contributor—Rust Language

October 2019–July 2023

- Founded the bootstrap team and decreased tooling build times by a factor of 9
- Led the docs.rs team and recruited 2 other team members
- · Led the rustdoc team and stabilized intra-doc links
- Used user studies to holistically improve the tooling, including documentation
- Worked asynchronously with peers from many different cultures and time zones

Software Engineer—YottaDB

December 2019-May 2021

- Designed a Rust API for an existing C codebase
- Refactored existing unsafe Rust to be memory-safe and maintainable
- Set up static analysis tools for catching undefined behavior in CI

Skills

- Expert in Rust
- Skilled with C, bash, python
- Experience with build systems, bindgen, LLVM, Cranelift
- Technical writing

<u>Projects</u>

- C compiler written in Rust, using Cranelift: github.com/jyn514/saltwater
- Web server written in C: github.com/jyn514/threaded-server
- Checker for broken documentation links: github.com/deadlinks/cargo-deadlinks
- Macro finding the size of a future at compile time: github.com/jyn514/size-of-trait

Education

B.S. Computer Science and B.S. Mathematics—University of South Carolina