

I'm a long-time maker and doer of things. I love problem-solving in general and gravitate toward technology as the best way to scratch that itch. As such, my skills are primarily technical, but I branch out to other areas when they're valuable. Overall, I love thinking through complex systems and solving logistical puzzles, whether human or machine.

Technologies and Languages

- Languages: JS/TS/HTML/CSS, Rust, Python, C, and some exp. with Java/Kotlin, Haskell, Ruby, PHP, Go
- Technologies: Linux, Docker, Nix, React, Node.js, MongoDB, Git, Terraform, AWS, Ceph
- Other: System administration, UI/UX design, DevOps, technical writing, security
- Non-dev: CAD, sound design, community management, electrical engineering

Work Experience

Software Engineer **Neuralink** **Dec 2023 – Jun 2025**
Fremont, California

- I'm not currently looking for a job so I haven't gotten around to writing everything I did. However, among other super duper important and impactful things, I overhauled our infrastructure, built multiple public-facing websites and pages, and developed in-house software and open source projects.

Software Engineer **Hack Club** **Nov 2021 – Dec 2023**
Burlington, Vermont

- Wrote a 16,000 word open-source illustrated educational article about how computers execute code. Reached #1 on Hacker News and high on GitHub trending, 3.9k stars on GitHub, over 200k pageviews in first 30 days. cpu.land.
- Member of team of 3 creating a JavaScript game engine. Designed and developed a web IDE for said game engine in Preact. Maintained C firmware for a RP2040-based hardware console which has been mailed out pro bono to almost 300 recipients. Oversaw testing. sprig.hackclub.com
- Developed an alternate reality game in partnership with *FIRST*® Robotics. Created a custom analytics reporting platform. Managed Linux server including a RTMP server.

Freelance and Open-Source Development **Jun 2019 – Present**

I love writing code on my own time! I've worked on 150+ personal projects of varying sizes and stacks that have collectively been seen or used by millions of people. Many are open source at github.com/kognise. I do paid contract development and security bounty work regularly as well.

Trial Software Engineer **Redwood Research** **Dec 2022**
Berkeley, California

- Created a visualization tool to make it easier for ML researchers to interact with our Rust and Python computational graph framework.
- Collaborated with researchers to implement library features in our Rust and Python codebase. Wrote automated tests.
- I was offered a full time position at the end of the trial period.

Software Engineer Intern **Replit** **Mar 2020 – May 2020**
Mobile app development Remote

- Prototyped a mobile app for the Replit web IDE in React Native. Worked with GraphQL and Protobuf-based APIs.
- Frequently shared updates with users and iterated on feedback.