

## Education

### Rochester Institute of Technology

2013 - 2018

<https://rit.edu>

BS in Computer Science. Member of Computer Science House (<https://csh.rit.edu>)

## Experience

### Google (Adecco)

2018 - present

<https://google.com>

Part time, remote contractor through Adecco. Working on a Swift code formatting tool.

### Apple

2017

<https://apple.com>

Intern on the Swift Compiler Frontend team. Worked on C++ and Swift APIs for parsing and analyzing Swift files. My contributions were open source and developed entirely on GitHub.

### Bryx

2013 - 2018

<https://bryx.com>

Lead iOS Developer working on Bryx 911, a cross-platform mobile app for Fire and EMS responders. Worked heavily with Swift, REST APIs, and MapKit. Used by dozens of fire departments in the northeastern US on a daily basis.

### Apple

2016

<https://apple.com>

Intern on the Swift Quality Engineering team. Worked on the code coverage infrastructure for the Swift programming language. My contributions were open source, and typically in Python, Swift, and C++.

### Apple

2014

<https://apple.com>

Intern on the HomeKit team. Created HomeKit Catalog, a developer sample code project that exercises the full HomeKit API on iOS 9. Worked heavily in both Objective-C and Swift.

## Projects

### Trill

<http://bit.ly/trill-lang>

A general purpose programming language that compiles to native code using LLVM. The compiler is written in Swift, and supports most features of C, with a much stricter static type system.

### Silt

<http://bit.ly/silt-lang>

An in-progress, dependently typed language that intends to compile to native code using LLVM. The compiler is written in Swift and aims to be a fast, functional programming language with no garbage collection.

### LLVMSwift

<http://bit.ly/llvmswift>

An open source library that wraps the LLVM API in a native Swift wrapper. Used as the code generation backend library for Trill.

## Skills

- Swift and Objective-C
- iOS Development (UIKit, MapKit, etc.)
- C and C++ in a POSIX environment
- Python
- LLVM
- Haskell
- Java
- JavaScript/HTML/CSS
- Open Source Project Management

## Achievements

Presented a talk titled *How to Clang your Dragon: Building a Compiler with LLVM* at Playgrounds Conference in Melbourne, Australia.

Presented a talk titled *Improving Swift Tools with libSyntax* at try! Swift in New York City

Presented a talk titled *Becoming an Effective Contributor to Swift* at AppBuilders 2018 in Lugano, Switzerland

Co-author on US Patent 20150350031 for HomeKit, owned by Apple, Inc.