

Tom Jakubowski

✉ tom@crystae.net
🌐 www.crystae.net
👤 [tomjakubowski](https://github.com/tomjakubowski)

Polygot programmer with experience in full stack web development, graphics, and distributed systems.

employment

- 2015–2019 **Software Engineer, Client Solutions**, Oblong Industries, Los Angeles, CA.
With a team of interaction designers and graphics programmers, developed room-scale [interactive applications](#) for the display wall and immersion room systems at IBM's Watson executive briefing centers using C++, OpenGL, and g-speak, Oblong's proprietary spatial computing platform. Additionally, authored and maintained web apps for site operators to use to configure and control the g-speak applications. Led the team's adoption of Rust for custom developer tools and offline data processing pipelines.
- 2013–2015 **Software Engineer**, FanMob, Santa Monica, CA.
Full stack web development for a sports-oriented polling and advertising startup with Ruby on Rails, Postgres, and AngularJS.
- 2011–2013 **Web Developer**, TuneWiki, Santa Monica, CA.
Led development of TuneWiki's song lyrics website and their top-ranked Spotify App for playback-synced lyrics.

open source work

- [commits](#) **Rust programming language.**
Contributed enhancements and bug fixes to the Rust programming language project. My work has focused on the rustdoc documentation generator.
- [github](#) **Weasel REPL.**
Modernized ClojureScript's browser REPL to use WebSockets to transport code and data, improving developer experience over previous REPL implementations. Now maintained by the nREPL project.

education

- 2010 **B.S. Chemistry**, UC Irvine.

familiar tools / keyword section

- langs Rust, Python, TypeScript, C++, CSS
libs OpenGL, React, Redux, Chromium Embedded Framework, V8
systems Git, GNU/Linux, Docker, Postgres, apt, CMake