Jynn Nelson

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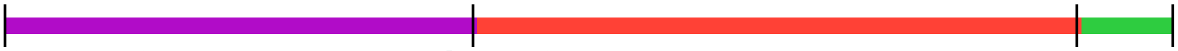
I excel at solving the socio-technical challenges inherent to having multiple stakeholders in large and complex projects, each of whom have their own concerns and priorities. I rely on empathy and strong technical communication to get projects back on track while ensuring all stakeholder's needs are met.

Stabilized Open Source Features

Each of these were featured in an official Rust release blog post; click on the name for more info.

Feature proposed Features often stall due to socio-technical conflicts, which I help resolve. **Stabilized**

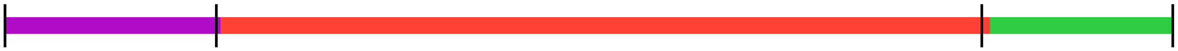
Intra-doc links



RFC (2017) stuck (2018) Jynn starts work (2020)

Avoided re-implementing 6+ months of work by breaking down communication barriers between teams. Changed the long-term approach of the rustdoc team to ensure future changes would not break the feature. Once stable, this feature made it much easier for library authors to write documentation, and therefore increased the amount of docs and made it easier to onboard engineers to the Rust ecosystem.

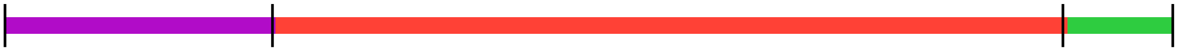
Macros in attributes



RFC (2017) stuck (2018) Jynn starts work (2020)

Leveraged my experience and connections in the project to avoid duplicating two near-identical features. Convinced maintainers of the alternative feature that this solution met their needs, and got their active support. Once stable, this feature made it easier to maintain library documentation, making it easier to onboard engineers to Rust.

Labeled blocks



RFC (2017) stuck (2018) Jynn starts work (2022)

Researched a highly controversial feature and convinced the language maintainers that it would be an improvement to the language. Refined the design in response to new information and concerns. Once stable, this feature made certain kinds of safety-critical code easier to write, increasing the reliability of code written in Rust.

Professional History

Nov 2024–now

Software Engineer, *YottaDB*

Implemented dataflow compiler optimizations to make repeated database accesses faster. Added support for stack-frame-local variables to the runtime debugger. Improved efficiency and reliability of foreign-function-interface (FFI) calls between C and the database query language.

May 2024–Aug 2024
Senior Software Engineer, *TCDI*
Designed and implemented a system for database crash-consistency from scratch. Maintained `pgrx` for creating PostgreSQL extensions in Rust and PL/Rust. Researched and fixed a 10-year-old bug in the Rust standard library thread runtime. Sadly, the entire team was let go shortly after I joined, hence the short tenure.

Jan 2023–Apr 2024
Senior Rust Engineer, *Redjack*
Refactored data processing to be massively parallel, decreasing runtime tenfold. Avoided spending two months building the wrong feature. Taught an hour-long weekly class to other engineers at the company.

Jun 2021–Dec 2022
Systems Engineer, *Cloudflare*
Integrated a distributed WASM runtime with Chrome Devtools. Added HTTP/3 (QUIC) interception support for a Secure Web Gateway network proxy. Built internal tooling for diagnosing issues with distributed systems.

Open Source Experience

Rust Teams

May 2022–Jul 2023
Team Founder, *Bootstrap*
Recruited 3 new members to the team. Fixed many “broken windows”, making it more likely that people reported bugs they found. Made it much easier for new contributors to build the rust compiler from source.

Dec 2019–Aug 2023
Team Lead, *Docs.rs*
Recruited 4 new members to the team. Made it possible to run the web service locally without production credentials. Greatly reduced the frequency of incidents for the existing web service.

Jul 2020–Jan 2022
Team Lead, *Rustdoc*
Recruited 5 new members to the team. Reduced the compile time for rustdoc itself by a factor of 9. Stabilized several features that had been in limbo for 3+ years.

Skills

Niches	Mentoring, cross-team design, consensus-building, open source, documentation.
Domains	Build systems, compilers, runtimes and critical systems, databases, inter-process communication, network proxies, web services.
Languages	Rust, C, Bash, Python, Regex, Typst, SQL, PowerShell, HTML, CSS/SCSS.
Services	PostgreSQL, SQLite, Grafana, Kibana.

References

Contact details upon request

Predrag Gruevski	**Member of Technical Staff**, *OpenAI*
Alice I. Cecile	**Staff Engineer**, *Bevy Foundation*
Josh Gould	**Engineering Team Lead**, *Redjack*