

# Joshua Nelson

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## Education

### **B.S. Computer Science and Mathematics**

**University of South Carolina**, Columbia, SC

- Advanced Digital Design (using Verilog)
- Compiler Construction (using C)
- Ethical Hacking

Expected May 2021

GPA: 3.86

[cse.sc.edu/class/611](http://cse.sc.edu/class/611)

[cse.sc.edu/class/531](http://cse.sc.edu/class/531)

[cse.sc.edu/class/518](http://cse.sc.edu/class/518)

## Skills

- Proficient in Rust, Python, C, Bash, Java, JavaScript, SQL
- Knowledge of C++, Haskell, Scheme, x86 Assembly, MIPS
- Technologies: git, make, docker, cmake, NGINX, Travis CI, Linux, Django framework

## Experience

**Co-lead of Docs.rs** – The Rust Programming Language

Oct. 2019 - Present

- Maintained the docs.rs project and recruited two other team members
- Decreased memory usage when parsing HTML files by a factor of 13
- Created a deploy system used in production by 600,000 users daily

**Team Member of Rustdoc** – The Rust Programming Language

July 2020 – Present

- Helped stabilize intra-doc links
- Helped make it easier to contribute to the rust compiler
- Worked asynchronously with peers from many different cultures and time zones

**Software Developer** – YottaDB, Malvern, Pennsylvania

Dec. 2019 – Present

- Designed a Rust API for an existing C codebase
- Implemented various SQL features for Octo, an SQL frontend for the main database
- Improved the continuous integration and deployment systems for various projects

**DevOps Engineer** – Center for Digital Humanities, Columbia, SC

Aug. 2018 – Dec. 2019

- Deployed and maintained about 12 projects using docker and NGINX
- Migrated websites from a Digital Ocean droplet to Google Cloud without downtime
- Set up continuous deployment for various projects

**Software Intern** – McEntire Produce, Columbia, SC

May 2018 – July 2018

- Created a web-based ticketing system for up to 40 simultaneous users
- Designed a SQL Server database of about 1 megabyte for client data
- Integrated authentication with AD using LDAP

## Projects

- C compiler written in Rust: [github.com/jyn514/saltwater](https://github.com/jyn514/saltwater)
- Web server written in C: [github.com/jyn514/threaded-server](https://github.com/jyn514/threaded-server)
- Added support for .bss sections to an ELF file writer: [github.com/m4b/faerie](https://github.com/m4b/faerie)
- Fixed read-only relocations for another ELF writer: [github.com/gimli-rs/object](https://github.com/gimli-rs/object)
- Link-checker for documentation: [github.com/deadlinks/cargo-deadlinks](https://github.com/deadlinks/cargo-deadlinks)
- Contributed to a Unix shell written in Python: [github.com/oilshell/oil](https://github.com/oilshell/oil)
- Contributed to LOL HTML, a streaming HTML parser written in Rust
- Wrote a search tool for GroupMe: [github.com/jyn514/GrepMe](https://github.com/jyn514/GrepMe)

## Awards

- **National Merit Scholarship** – top 99.5% on PSAT (awarded from NMSC)
- **Honors Student** – Accepted by University of South Carolina Honors College

## Clubs

<b>Association of Computing Machinery (ACM)</b> – <i>Vice President</i>	Aug. 2019 – Present
<b>Tau Beta Pi Engineering Honor Society</b> – <i>Member</i>	Aug. 2019 – Present
<b>Cyber Security Club</b> – <i>Chief Technical Officer</i>	Jan. 2019 – May 2020