

Education

- **Hacker School** New York, NY
Student *September 2014–November 2014*
- **University of Illinois at Urbana-Champaign, College of Engineering** Urbana, IL
Bachelor of Science in Computer Science with Minor in Mathematics *August 2004–May 2008*
 - Overall GPA: 3.61, Technical GPA: 3.81 – Dean's List (Fall 2004–Fall 2006)
 - James Scholar in Engineering (2004–2005) – Graduated with Honors

Work Experience

- **Infinity Interactive** (<http://iinteractive.com/>) Manhasset, NY (telecommuting)
Senior Programmer *February 2010–August 2014*

I was in charge of a large, legacy codebase which handles employee engagement survey registration and reporting, and I have also written and deployed many smaller sites myself, mostly using Perl. Since we relied heavily on open source software, a large portion of my time was also devoted to maintaining various open source projects, as well as developing new open source software that could be useful in the future.
- **UIUC Hydrogeology Lab** (<http://www.gwb.com/>) Urbana, IL
Visiting Research Programmer *February 2006–February 2010*

I worked on the Geochemists' Workbench, a geochemistry software suite written in C++ and Tcl/Tk. I added support for several new image output formats as well as adding font embedding support to the existing PostScript format. I also helped add parallel processing support to several scientific calculations, using OpenMP. I ported our calculation applications from Windows to Linux, to allow them to be run on large clusters. Finally, I implemented a testing framework for our calculation applications using Perl's Test::More.

Projects

A more complete list of my projects is on my website (<https://tozt.net/projects.html>). All of my personal open source work is also available on GitHub (<https://github.com/doy>), and my Perl open source work is also available on the CPAN (<https://metacpan.org/author/DOY>).

- **Termcast** (<https://github.com/doy/python-termcast-server>) 2014–present

I wrote a server and client to allow users to stream their terminal sessions over the network for other people to watch.
- **Dungeon Crawl Stone Soup** (<http://crawl.develz.org/>) 2009–present

I am a member of the development team for Dungeon Crawl Stone Soup, a roguelike game written in C++ and Lua. I contributed several features to the game and was also the release manager for the 0.6 release.
- **Perl** (<http://www.perl.org/>) 2011–2013

I was the release manager for the 5.17.1 development release of Perl, and I have also contributed many bug fixes. I have also been a lead developer on the p5-mop project, a prototype of a new object system for Perl.
- **Moose** (<http://moose.perl.org/>) 2009–2013

I am a member of the development team for Moose, which provides advanced object orientation capabilities to Perl. I was also the release manager from 2011–2012.
- **TAEB** (<http://taeb.github.io/>) 2008–2011

I was one of the lead framework developers for TAEB, a Perl framework for programmatic interaction with NetHack. I was also the primary developer for the leading AI written for TAEB.

Talks

Slides and videos (where available) for these talks can be found at <http://tozt.net/talks.html>.

- **Introduction to Rust (50 min)** YAPC::NA 2014

This talk describes the Rust programming language, touching on its major features and design philosophies that make it interesting.
- **Dependency Injection with Bread::Board (50 min)** YAPC::NA 2012, YAPC::EU 2012

This talk provides an overview of dependency injection, and gives concrete examples of it using the Bread::Board module for Perl.
- **OX - the hardest working two letters in Perl (50 min)** YAPC::NA 2011

This talk describes the OX web framework for Perl, including a conceptual overview and usage examples.
- **Extending Moose (50 min)** YAPC::NA 2010

This talk goes into detail describing Moose's meta object protocol, including what it is, how it works, and how you can extend it.

Skills

Languages: I am fluent in C, C++, Perl, Lua, and shell, and I am also proficient in Python, JavaScript, HTML/CSS, Scala, Rust, and LaTeX.

Tools: Make, vim, git, Firefox