

# Luke Jones

*Software Engineer*

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<https://lukenukem.co.nz>

## Personal statement

I am a strongly focused software engineer with a broad range of skills. I am very passionate about open source software, Linux, and low-level programming in Rust or C/C++.

I am in my final year of study for a Bsc in Software Engineering and will be finishing study part time while working full time.

My ideal job would encourage me to learn new technologies and experiment with them while also focusing on low-level programming. The work will be focused on the GNU/Linux OS. The workplace would have a strong community, and value diversity. It will allow me to work remotely.

## Core skills

- Broad knowledge (varying degrees) of: Linux, version control, profiling, debugging, build tools and environment, and RPM packaging.
- Strong problem solving and research ability.
  - Experienced in Rust lang, Python, Haskell, a bit less experienced in C, C++, and JavaScript, and modest skill with Assembly. I can learn most languages to a proficient enough level for use in a few days.
- Have experience in concurrency (primarily Rust), game engine development and hardware programming.
- University level experience in: software architecture and design, hardware logic design. Also experienced team work through many university courses.
- Contribution to open source projects in many forms such as bug reports, code and patch submissions, triaging, and packaging. I maintain the Rust packaging for openSUSE.
- Self motivated – plan and set goals to achieve.

## Work History

### **Sphere Identity.**

*(November 2017 ++ )*

Distributed applications development, cryptography and protocol development using the Rust language.

### **Google Summer of Code 2017 (participant).**

*(May-August 2017)*

I researched and began implementing the infrastructure to use Rust language in GJS (Gnome JavaScript) with the aim of reduction of memory leaks and other issues associated with C and C++. When it was seen that this wasn't a suitable approach, the knowledge gained from the application of Rust was then applied to the C++ codebase to improve memory safety and apply ownership models. A summary is available at <https://goo.gl/mBnSQW>.

### **Unrelated Work Experience.**

*(2000 - 2014)*

Mechanic, welder/fitter/turner, sales, computer repair.

## Education

### **Massey University**

*(2014-Current)*

BSc in Software Engineering

### **Apprenticeship in Heavy Fabrication (AMTEC Engineering)**

*(2006-2009)*

Apprenticeship focused on fitting/welding heavy fabrication

## References

- Philip Chimento
  - Mentor for Google of Code project
  - Employed at Endless Mobile Inc.
  - Email: [philip.chimento@gmail.com](mailto:philip.chimento@gmail.com)