

Jay Conrod

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Work Experience

EngFlow: distributed build systems: 2022–present

- Improved observability and production health for Bazel and Goma remote execution services.

Google: Go Language Tools: 2017–2021

- Productionized module support in the go command, easing the migration from GOPATH for more than 96% of developers. Guarded against supply chain attacks and improved user experience with features like module retraction and VCS stamping. Built infrastructure for fuzz testing.
- Wrote the module reference documentation. Worked with multiple authors on blog posts and introductory documentation. Supported users directly on Slack and Stack Overflow.
- Developed Bazel rules for Go. Built Gazelle, an extensible tool for generating build files, now widely used in the Bazel ecosystem.

Google: Docs, Sheets, and Slides for Android: 2015–2017

- Rewrote the offline storage system for increased reliability and security. Migrated tens of millions of users to the new system without disruption.
- Optimized the bridge between Java and JavaScript components, shortening the time to open documents.
- Migrated to a simpler static dependency injection system, shortening the time to launch the apps.

Qualcomm: V8 for Snapdragon: 2011–2014

- Forked and optimized Google's V8 JavaScript engine for use in native Android web browsers on ARM and AArch64, improving scores on benchmarks like Octane and SunSpider by 10–30%.
- Published five defensive patents for JIT compilation and architecture.

Qualcomm: BrewMP: 2010–2011

- Built and deployed a new continuous integration and testing system for the BrewMP OS.
- Developed a new tracing and debugging framework for C and Lua apps.

NVIDIA: Compilers and drivers: 2007, 2008

- Built a validation layer for code generated by the Fermi compiler.
- Supported the resource management component of the Tesla kernel driver.

Education

University of California San Diego
M.S. Computer Science 2008–2010

California Institute of Technology
B.S. Computer Science 2004–2008

Technologies

Languages: Go, C++, Rust, Java, Python

Platforms: Linux, Cloud, Android