

Jynn Nelson

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I am a systems engineer who treats people problems just as seriously as technical problems. I excel at using empathy and strong technical communication to solve the challenges inherent to having multiple stakeholders in large and complex projects, each of whom have their own concerns and priorities.

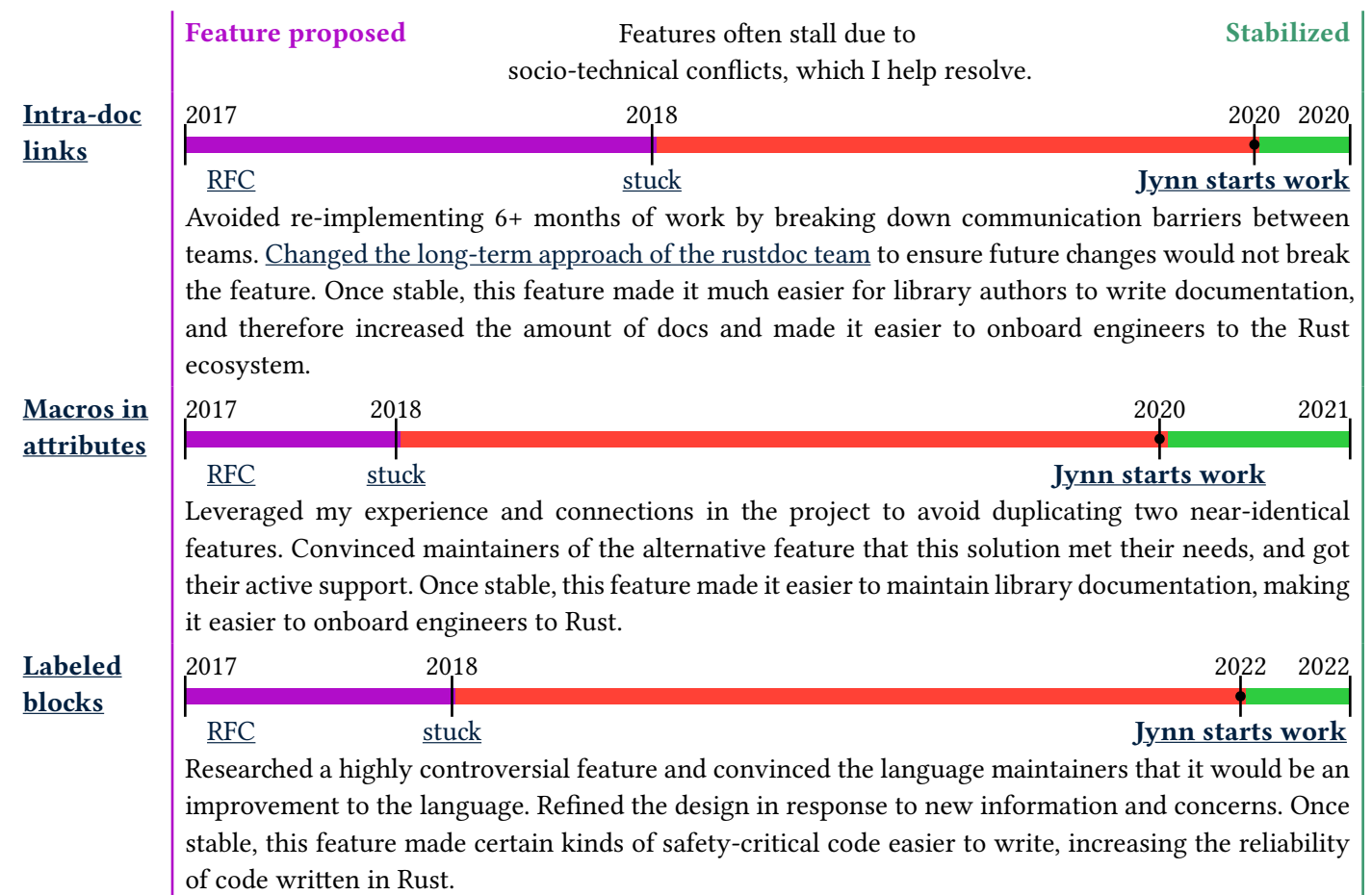
Governance and consensus work

rust-lang/rust LLM policy

I designed, authored, and merged the Rust project's [official LLM policy](#) for the main rust monorepo, as well as creating and testing the [AGENTS.md](#) file enforcing the policy. This took 6 months and required 26 approvals and 0 objections. Once adopted, this policy sharply decreased spam and increased the quality of PRs from new contributors using LLMs.

Stabilized Open Source Features

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



Professional History

now
Sep 2025

Compiler Team Lead, [Ferrous Systems](#). Berlin, Germany (Remote).

Rewrote a code coverage pipeline to be [precise, consistent, and reliable](#). Wrote a `rustc_driver` doing [call-graph analysis](#) for IEC-61508, ISO-26262 and IEC-62304 certification, saving engineers multiple hours of toil every week. Led a team of 5 on build system and [compiler internals](#). Drove hiring and investigation for a multi-year complex project.

Jun 2025 Nov 2024	Software Engineer , <i>YottaDB</i> . Malvern, Pennsylvania (Remote). 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.
Aug 2024 May 2024	Senior Software Engineer , <i>TCDI</i> . Greensboro, North Carolina (Remote). 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.
Apr 2024 Jan 2023	Senior Rust Engineer , <i>Redjack</i> . Silver Spring, Maryland. Refactored data processing to be massively parallel, decreasing runtime tenfold. Avoided spending two months building the wrong feature by talking to stakeholders. Taught an hour-long weekly class to other engineers at the company.
Dec 2022 Jun 2021	Systems Engineer , <i>Cloudflare</i> . Austin, Texas. 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

Jul 2023 May 2022	Team Founder , <i>Bootstrap</i> . Recruited 3 new members to the team. Fixed many “broken windows”, making it more likely that people reported bugs. Made it much easier for new contributors to build the Rust compiler from source.
Aug 2023 Dec 2019	Team Lead , <i>docs.rs</i> . 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.
Jan 2022 Jul 2020	Team Lead , <i>Rustdoc</i> . 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

Strengths	Mentoring, cross-team design, consensus-building, open source, documentation, large legacy systems.
Domains	Build systems, compilers, runtimes and critical systems, databases, inter-process communication, network proxies, web services.
Languages	Rust, C, Bash, Clojure, Python.

Education

May 2021 Aug 2017	Bachelor of Science in Computer Science and Mathematics Magna cum laude University of South Carolina . Columbia, South Carolina.
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References available on request.