

JEREMIAH ZUCKER

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SKILLS:

Languages: Kotlin, Java, JavaScript (ES6), TypeScript, Python, Scala, Xtend

Frameworks/Tools: ReactJS, Gradle, Android, Bazel, Spring Boot, Firebase Suite, VueJS, Xtext, Maven

PROFESSIONAL EXPERIENCE:

Senior Software Engineer – Intuit

Aug 2020 – Present

- JVM platform lead on multiplatform (Desktop Compose & Android) extension of OS-agnostic dynamic rendering platform (soon to be open source).
- Open sourced Kotlin Hooks, a plugin-driven architecture library for Kotlin based platforms. Includes Arrow Meta Kotlin compiler plugin, Gradle plugin, and limited Maven plugin.
- Designed internal Kotlin DSLs to boost content writer productivity and enforce greater content standards with compile time type checks and verification.
- Contributed and currently maintain Gradle plugin for Auto release tooling.
- Lead Kotlin Learning Community @ Intuit consisting of bi-weekly meetups and a central knowledge base.

Software Engineer II – Intuit

Jan 2019 – Aug 2020

- Architected a new returning user flow to provide contextual based user progress and reduce time to resume taxes which reduced help and search queries by 40%.
- Recruited for a tiger team chartered with improving user retention rates accredited with +\$20M of incremental revenue.
- Improved quality, maintainability, and understanding of DSL based services by creating a static analysis tool that is part of the build pipeline which deploys the analysis artifacts as a SPA.

Software Engineer I – Intuit

Jun 2018 – Jan 2019

- Key driver of a simplified tax experience overhaul that would reduce total tax return errors by 3% and reduce overall time to complete taxes for paid users by 6 minutes, which directly correlates to \$15 million in revenue.

Software Engineer Co-op – Intuit

Jan 2017 – Jul 2017

- Built a data aggregation service to draw meaningful data insights and predictions from user data.
- Core contributor to the inception of the new *Turbo* application, laying the foundation for the web app and contributing to the iOS app.

Software Engineer Co-op – L-3 Communications, GCS

May 2016 – Aug 2016

Jun 2015 – Dec 2015

- Developed embedded software written in C++ for portable satellite terminals.
- Improved overall quality and testability by building a hardware device simulator in Python using the Linux CUSE interface to implement device drivers in user space.
- Refactored a proof-of-concept Android web-app into a production ready application that communicates with the terminals in real-time.

PERSONAL EXPERIENCE:

Clockwyse – Emergency alerting platform for serving emergency alerts through digital signage.

- Kotlin-based Android app created to serve as a device policy controller to provide a dedicated device experience for maximum stability.

Pandroid – Custom Pandora client for Android written in Kotlin.

Jimmy Search – An ironic attempt to de-automate the search engine process. (*Android team*)

- This project was featured on Product Hunt, Hacker News, and Web Designer News.

EDUCATIONAL EXPERIENCE:

Rochester Institute of Technology, Rochester, NY

Bachelor of Science in Computer Engineering with a Minor in Computer Science, May 2018