Rose Kodsi-Hall

Software Engineer | rose@hall.ly | rose.hall.ly

OBJECTIVE

Seeking career opportunities developing safe, performant, and scalable systems in a professional environment focused on building backend infrastructure and resilient systems.

SKILLS

Technical Skills • Google Docs • GSuite • Microsoft Application Suite • Slack
Programming Languages • C++ • C# • C • TypeScript • JavaScript • Rust • Go • HTML • CSS • Visual Basic • Bash • PowerShell • React
Languages • English (Native) • Japanese (N4 - Beginner)

EXPERIENCE

Software Engineer, Technical Services Associate, Cityspan — May 2022 - July 2023

- Created internal tooling in TypeScript that automated detailed XML querying and replacement logic, saving large amounts of time for the migration team who previously hand-wrote these changes
- Built an open-source library for type-safe XML management in Typescript
- Performed business process improvement reviews to streamline disparate workflows
- Performed services end-to-end as a member of a team building and deploying modifications for customer websites
- Integrated into existing legacy workflows and codebases quickly

Founder, Polus.gg — August 2020 - October 2021

- Founded and led Polus.gg, an indie game studio that published a successful Steam game
- Planned, developed and managed project milestones from inception to completion including coordinating with marketplaces, directing market research, and managing engineering time to complete deliverables
- Worked with partners at Steam and Innersloth to implement in-app purchases
- Directed multi-disciplined teams of up to 12 staff leveraging a keen eye for end-user experience to implement innovative moderation tools for a community of over 60,000 members
- Generated over $10K/month in recurring revenue and attracted tens of thousands of players

Freelance Software Engineer, Twitch and Youtube Creators — August 2020 - March 2021

- Created high-impact game modifications, including the widely used Among Us map "Submerged," resulting in millions of views and significant engagement
- Communicated complex technical topics simply, proposing solutions for clients' needs
- Engaged with non-technical creators to ensure I understood what their vision was, and proposed options and solutions within achievable parameters to achieve their creative objectives, create engaging content, and increase total viewership

EDUCATION & PROJECTS

Computer Science, Westchester Community College, Westchester, NY — Expected May 2025

Developed a custom SDK for the Nintendo Switch — May 2024

- Built complex data structures on the stack in safe no-std Rust. Including a Tree, and Heap
- Developed a custom SDK which performed direct syscalls into the operating system
- Partially re-implemented the rust standard library in a custom standard library developed for consumers of the SDK

Lead a group of students in developing a Twitter clone in SvelteKit — March 2024

- Taught the fundamental concepts behind Svelte & SvelteKit
- Assisted students when they ran into issues
- Collaborated with teachers to support SvelteKit on existing student resources