Ruben "cha0s" Rodriguez

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decades of experience · passionate about open source · always learning fast · bare metal to UX

Experience

Lead Maintainer, sylvite — September 2024 – Open Source

- vite-based dynamic plugin/module system
- In use as a game engine modding system

`js` `vite` `open source`

Lead Maintainer, crunches — July 2024 – Open Source

- World's fastest and smallest Web standards-compliant binary serialization library
- Advances over current projects with boolean coalescence, optional fields, buffer reuse, etc.

`js` `open source`

Lead Maintainer, redux-data-router — January 2024 – Open Source

- Synchronizes browser history, redux store, and react router
- Maintains API compatibility with existing art

`js` `vite` `open source`

Lead Game Dev, Sigh of the Dryad — March 2023 – Live Service

- Realtime farm simulation and action/adventure gaming (think Stardew Valley)
- Cooperative self-hosted multiplayer with chat
- Built on Remix, React, and Web standards

`react` `remix` `css` `js` `webgl` `gamedev`

Lead Maintainer, Flecks — January 2022 – Open Source

- Full stack application production system
- Configuration system
- Extensible with plugins; ships with plugins for Docker, React, redis, DB, REPL, Websockets, Electron, etc.

`react` `css` `js`

Proficiencies and Skills

Frontend

React, React Router, Electron, Redux, Remix, PixiJS, Tailwind, Typescript, Websockets, PostCSS, Sass, Server-Sent Events (SSE), Vanilla HTML/CSS/JS, Qt

Backend

Node, Realtime streams, Nginx, Express, Prisma, Redis, Passport, Lua, C/C++, V8, FreeBASIC, Bash

FOSS Projects With My Commits

Node.js, socket.io, electron, babel, three.proton, node-rate-limiter-flexible, coffeescript, FreeBASIC, Functional Storage, ComputerCraft, jugglingdb, grunt-wrap, FTBLib, buzz

Building

Webpack, esbuild, Babel, ESLint, acorn, vite, rollup, CMake, qmake

DevOps

Github Actions, Docker, Verdaccio

Testing

Mocha, Chai, vitest, Storybook, Cypress, Jest, Playwright

Gaming

PixiJS, Proton, Matter, Procedural generation, GLSL, SDL, FMOD, Box2D, ECS

Fullstack Remix, [Do Terrible](#)   April 2020 – Live Service

- Cards Against Humanity style gameplay with realtime chat
- Fully open source
- Implemented realtime features (game timer, chat, presence) using websockets.
- Bonus: realtime features even without client JavaScript enabled(!)

| react | remix | js | gamedev |

Fullstack Drupal, [AIChE](#)   May 2015 – February 2021
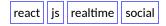
- Developed custom bespoke features, including an organizational voting/election system, content management tools, moderation workflow, user interface elements, themes, API integrations, and more
- Efficiently migrated legacy site to modern responsive design
- Maintained and fixed issues with the existing site
- Consulted and guided management through a number of major site updates and rewrites

| drupal | php | css | js | enterprise |

Fullstack React, [reddichat](#)   May 2014 – Live Service

- Led product development
- Realtime group and private chat with presence updates and social features
- Migrated from Angular

| react | js | realtime | social |

Fullstack Drupal, [Drupal Connect](#)   October 2012 – February 2021

- Fullstack Drupal engineering for a diverse array of firms such as Stanford, IBM, McKesson, I Do Now I Don't, Guess, Smosh, and more

| drupal | php | css | js |

Lead Game Dev, [Worlds Beyond](#)   February 2012 – August 2012

- Built engine, editor, and (2012) in-browser demo

| game | native | javascript | c++ | v8 |

Fullstack Drupal, [University of Pennsylvania](#)   [Development and Alumni Relations](#)   November 2009 – September 2011

- Site modernization and governance compliance

Content
Drupal, Acquia, Pantheon

Database
MySQL, Postgres, SQLite

- Audited existing custom functionality for best practices in accessibility and performance
- Custom newsletter functionality (more advanced digests), backup strategy, and fixes for PHP 5.3
- Creation of staging environment

| drupal | php | css | js | institution |

Fullstack Drupal, Five Rings Web Design   March 2009 – October 2011

- Bespoke fullstack Drupal development

| drupal | php | css | js |

Drupal custom module   Prima   July 2008 – August 2009
development,   LLC/Ubercart

- Effectively led the development of a global e-commerce system
- Led core systems refactoring including digital asset sales, digital assets access control and stock tracking and fulfillment
- Developed a price API to simplify coupon application, tax collection, etc.
- Maintenance and improvements to core including documenting existing code
- Migrated ubercart.org from Drupal 5 to Drupal 6

| enterprise | drupal | php | css | js |

Core Compiler   FreeBASIC programming   April 2006 – October 2008
Dev,   language

- Added var keyword
- Added const qualifiers
- Improved operator overloading resolution and heuristics
- Countless fixes to compiler, runtime, and graphics libraries

| freebasic | c | open source |

Lead Game Dev, Lynn's Legacy   June 2005 – July 2006

- From-scratch game engine
- Cutscene direction
- 8+ hours of gameplay over 8 dungeons
- Smooth and efficient performance

| freebasic | native | gamedev |