Isolde Marchbanks-Ferreira

Rust Developer
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SUMMARY

Rust developer with 6 years in backend systems, 4 in production Rust. Rewrote a log ingestion pipeline in Rust and Tokio that handles 1.8 million events a second on 40% fewer machines, and maintains an open-source parsing crate with 3 million downloads. Comfortable with async Rust, unsafe review and profiling.

EXPERIENCE

Senior Rust Developer — Glintwave Observability

Boulder, CO · Mar 2022 – Present

- Rewrote the log ingestion pipeline from Go to Rust with Tokio, raising throughput to 1.8 million events a second while cutting the fleet from 50 to 30 machines.
- Replaced per-event allocations with arena buffers and zero-copy parsing, lowering p99 ingest latency from 48ms to 9ms.
- Wrote property-based tests with proptest and fuzzing with cargo-fuzz for the query parser, finding 11 panics before release.
- Reviewed every unsafe block in the codebase, removing 14 of 22 and documenting safety invariants for the rest.

Backend Engineer — Meridian Clearing Network

Denver, CO · Jun 2019 – Feb 2022

- Built the team's first Rust service, a settlement file validator processing 6 million records nightly, replacing a Java job that took 3 hours with one that takes 11 minutes.
- Exposed Rust validation logic to Python through PyO3, cutting a data team's batch checks from 40 minutes to 3.
- Added structured tracing with the tracing crate to 5 services, cutting median incident diagnosis time by about half.

SKILLS

Languages: Rust, Go, Python, SQL, C

Rust ecosystem: Tokio, axum, serde, tonic, sqlx, rayon, tracing, PyO3

Testing and quality: cargo test, proptest, cargo-fuzz, criterion, Miri, clippy

Infrastructure: Kafka, ClickHouse, PostgreSQL, Docker, Kubernetes, Prometheus

EDUCATION

B.S. Computer Science, Colorado State University, 2019

Fictional example by FindAJobAI: the person, employers and numbers are invented.