

NATHAN TEOH

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SUMMARY

Software Engineer with 4+ years of experience designing and shipping system software in Rust, Go, and C++. Proven ability to improve performance, reliability, and maintainability in production environments, while actively contributing to the Rust community.

WORK EXPERIENCE

Limelyte Technology Group

November 2024 - Current

Software Engineer

Spokane

- Developed and extended PHP applications, adding new features and improving maintainability through unit and integration tests
- Designed and implemented Go services for backend systems, improving performance and scalability
- Collaborated with stakeholders to extend platform functionality and support new product initiatives

Enhanced Software Products

January 2022 – November 2024

Software Engineer

Spokane Valley

- Led development of a Rust-based REST API integrating third-party services, improving throughput and reliability by 50%
- Modernized legacy C++ codebase by replacing deprecated functions and introducing Rust modules via FFI for memory safety
- Automated builds and deployments with Azure Pipelines, ensuring consistent and efficient releases

PROJECTS

Spokane-Rust Community

<https://www.spokanerust.com/>

Founded and led the Spokane Rust user group, building a community for knowledge-sharing and adoption of Rust

ditherpunk Rust

<https://git.freshair.farm/nathan/dither>

CLI tool written in Rust for converting images with custom dithering algorithms, generating unique visual styles

Pong Rust, Bevy, ECS

<https://git.freshair.farm/nathan/pongers>

Recreation of the classic Pong game using the Bevy engine and ECS patterns

SKILLS

- Languages: Rust, Go, C++, C#, Python, SQL, PHP
- Tools/Frameworks: Git, Docker, .NET, Bevy, FFI
- Cloud/Infra: Linux, AWS, Azure Pipelines, QEMU

EDUCATION Eastern Washington University

2018 – 2021

B.S. Computer Science & Data Science

Cheney, WA