James Larisch

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EXPERIENCE

Cloudflare Remote

Systems Engineer February 2024 – Present

- Designed and deployed new DNS edge microservice in Go that handles over 1M requests per second globally.
- Invented new Lisp-based programming language that reduces deployment time of DNS changes by over 100x.
- Formally verified all DNS changes using Racket, which prevents 1-3 network incidents a month.

Cloudflare Remote

Systems Engineer Intern June 2021 – August 2022

Harvard University Cambridge, MA

Systems Researcher September 2017 – January 2024

- Designed new serverless architecture in Go and C that persists state 10x faster than Azure Functions.
- Added new UDP socket primitive to the JavaScript DOM in the Chromium browser using C++.
- Invented way to distribute all TLS certificate revocations to browsers with Bloom Filters, now deployed in Firefox.

Sonian (Barracuda Networks)

Waltham, MA

Software Engineer Co-op

January 2016 - June 2016

· Reduced incident debugging time from hours to minutes by creating the company's first request-tracing system.

Gem.co (Blockdaemon)

Los Angeles, CA

Software Engineer Co-op

January 2015 – June 2015

- Deployed webhook API product, which sent HTTP requests to customer endpoints upon Bitcoin blockchain events.
- Reduced blockchain data retrieval times by 2x by forking and running a modified Bitcoin node instance in Ruby.

HubSpot Cambridge, MA

Software Engineer Co-op

January 2014 – July 2014

- Reduced analytics event processing time from 60-90m to 5-15s by converting bloated Hadoop pipeline to Kafka.
- Designed traffic simulation tool using Java that prevented a major analytics incident months before it happened.

TECHNICAL SKILLS

Languages: Go, Rust, Ruby, C, C++, Java, SQL, Clojure, Haskell, Lua, Racket, R, Prolog

Technologies: Kubernetes, Docker, Salt, git, Linux, Prometheus, Grafana, Postgres, Kafka, Hadoop, CI/CD, Spark, AWS

EDUCATION

Harvard University

Cambridge, MA

PhD + MS, Computer Science

September 2017 - January 2024

Northeastern University

Boston, MA

BS, Computer Science

September 2012 - May 2017

SELECTED PROJECTS

Hestia Programming Language | hestia-lang.org

Present

Dynamically-typed and functional programming language written in Rust.

Juice: A New Serverless Architecture | Code & paper available upon request

2018 - 2024

- A complete, Lambda-like serverless architecture that snapshots/restores function memory between requests.
- Includes modified Lua language runtime and custom Linux kernel patch for fast state persistence.

CRLite: Certificate Revocation via Bloom Filters | Deployed in Mozilla Firefox

2015 - 2017

- Created the first complete TLS revocation system by compressing all revocations into a Bloom Filter cascade.
- Stores the revocation status of 10M certificates in only 10MB.
- An implementation of our design is currently deployed in the Mozilla Firefox browser.

Raft implementation | *github.com/semaj/hask-raft*

2015

• Haskell implementation of Raft consensus protocol.