

Katelyn Gadd

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Employment History

Squared Interactive

Sole Proprietor

Sep 2008 – Present

- Creator of the **JSIL** [<http://jsil.org/>] .NET to JavaScript cross-compiler.
- Graphics/Engine Programmer on **Grim Fandango Remastered** (PS4, PS Vita, PC).
- Programmer/Designer on **Escape Goat 2** [<http://www.magicaltimebean.com/escape-goat-2/>].
- Engine Programmer on multiple independent PS Vita titles.
- Contract HTML5 ports & original development for multiple clients.

Microsoft

Senior Software Engineer II

Feb 2017 – Present

- Created the Jiterpreter just-in-time Wasm compiler for the .NET runtime
- Created new vectorized data structures for the .NET runtime
- Design and maintenance for the .NET runtime JavaScript interop layer
- Led design of the CoreCLR Wasm backend

Google

Software Engineer

Apr 2015 – May 2016

- Major contributor to the WebAssembly specification and development processes.

Mozilla Corporation

Software Engineer

Jan 2011 – Oct 2011

- Developed memory and performance analysis tools.
- Contributed to specification designs and implementations as part of the Web API group.

IMVU

Software Engineer

Mar 2010 – Nov 2010

- Ported IMVU's scene loading and rendering pipeline to Unity.
- Ported the Windows IMVU client software to Mac OS X.

ArenaNet

Associate Producer

Oct 2009 – Mar 2010

- Coordinated tools development, audio and design efforts with design leads & other producers.

IMVU

Software Engineer

Jun 2007 – Jun 2009

- Lead the integration of ActionScript into the IMVU Client's user interface.
- Created testing/build tools for continuous integration in PHP/JavaScript/Python.

ArenaNet

Engine/Tools Programmer

Dec 2006 – Jun 2007

Game Designer

Dec 2005 – Dec 2006

- Shipped **Guild Wars: Factions** and **Guild Wars: Nightfall**.
- Created a tools pipeline for the entire design department including script editors, a cinematics authoring environment, and search/auditing tools.