# Eugene Yokota (@eed3si9n)

# Scala Tooling Engineer

Work

# Eugene Yokota

Weehawken, NJ (remote preferred)

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Staff Software Engineer, Build/Bazel TeamNov 2021 - Present, RemoteSenior Software Engineer, Build/Bazel TeamAug 2020 - Nov 2021, Remote

- As a member of Build/Bazel team, designed and implemented Bazel migration of the largest Scala code base, including assisting other engineers and diagnosing various performance issues.
- Led the work stream to support external libraries for Twitter's Source monorepo, including counting the multiverses, maintaining bazel-multiversion, and customizing rules\_scala phases.
- Implemented Bazel support for the internal remote cache server.
- Implemented "bazel bundle" command that generates a deployment image compatible with the existing deployment pipeline.
- Implemented Bazel support for Scalding data processing framework.
- Built an internal "Bazel at Twitter" documentation page with tutorials, and developed "Bazel at Twitter" course .

## Lightbend

Principal Engineer, Scala TeamMar 2019 - Apr 2020, RemoteTech Lead, Tooling TeamJun 2016 - Mar 2019, RemoteSenior Engineer, Tooling TeamMar 2014 - Jun 2016, Remote

- As <u>Tech Lead</u> of Tooling team, maintained, developed, and commercially supported sbt, an open source build tool used by 93% of the Scala community.
- <u>Designed</u> and implemented the transition to sbt 1.x series, including the split of Scala incremental compiler Zinc, sbt new command, <u>unified slash</u> <u>syntax</u>, <u>super shell</u>, and adoption of Coursier as the dependency resolution backend.
- Proposed and led Central Park initiative to create Kubernetes sandbox environment for automated internal integration testing in OpenShift environment.
- As a Principal Engineer in Scala Team, implemented <u>virtualization</u> of incremental compiler inputs for large-scale compilation and build caching.

# Burgiss Burgiss

Software Developer

May 2003 - Mar 2014, Hoboken, NJ + Remote

- Designed and implemented role-based access control system for private equity investment software Private i.
- Designed and implemented a data import tool with a custom query language.
- Led adoption of continuous integrations, internal operation systems, centralized logging and other infrastructure services.

### **Open Source**

#### sbt

• <u>https://www.scala-sbt.org/</u> an interactive build tool for Scala.

#### **Herding Cats**

• <u>http://eed3si9n.com/herding-cats/</u> an online tutorial of purely functional programming using Typelevel Cats.

#### Scala

 Contributed :kind command to REPL (<u>#2340</u>, <u>#5916</u>), deprecated any2stringadd (<u>#6315</u>), procedure syntax (<u>#6325</u>) etc, made extractor pattern null safe (<u>#6485</u>) and implemented typo correction suggestions (<u>#6711</u>).

#### sbt-assembly

• <u>https://github.com/sbt/sbt-assembly</u> an sbt plugin to repackage deployment image to a single JAR.

#### sbt-buildinfo

• <u>https://github.com/sbt/sbt-buildinfo</u> a code generation sbt plugin to access build information from the app.

#### Contraband

• <u>https://www.scala-sbt.org/contraband/</u> a GraphQL-based description language for datatypes to automatic JSON binding derivation.

#### sjson-new

• <u>http://eed3si9n.com/sjson-new</u> a typeclass-based JSON codec that is independent of AST backend.

#### scopt

• <u>https://github.com/scopt/scopt</u> a command-line parsing library for Scala.

#### treehugger.scala

 <u>http://eed3si9n.com/treehugger/</u> a library to generate Scala code programmatically.

#### scalaxb

• <u>http://scalaxb.org/</u> an XML/SOAP data-binding tool for Scala.

#### foundweekends

• <u>http://www.foundweekends.org/</u> a volunteer organization to maintain Giter8, Pamflet, and Conscript created by the ny-scala community.

#### sbt-doge

• <u>https://github.com/sbt/sbt-doge</u> a prototype implementation of cross building for sbt 0.13. sbt-doge became the cross building in sbt 1.x.

#### sbt-projectmatrix

• <u>https://github.com/sbt/sbt-projectmatrix</u> a prototype implementation

#### References

#### Talks

#### Resolving Twitter's 3rdparty/jvm with bazel-multiversion

Bazelcon 2021 Resolving Twitter's 3rdparty/jvm with bazel-multiversion

#### Analysis of Zinc

- Nescala 2020
- ScalaSphere 2019 ScalaSphere: Analysis of Zinc by Eugene Yokota

#### sbt core concepts

- Scala Days Lausanne 2019 💿 sbt core concepts Eugene Yokota
- ScalaMatsuri 2019 sbt コア・コンセプト/ sbt core concepts by Eugene Yokota

#### sbt 1

- Scala Days Berlin 2018 😐 sbt 1 by Dale Wijnand and Eugene Yokota
- Scala Days New York 2018 💿 sbt 1 by Dale Wijnand and Eugene Yokota

#### The state of sbt 0.13, sbt server, and sbt 1.0

• ScalaSphere 2017 • ScalaSphere: The state of sbt 1.0 and sbt server

#### The road to sbt 1.0 is paved with server

• Scala Days Amsterdam 2016 <br/>
The road to sbt 1.0 is paved with server

#### Learning Scalaz

Nescala 2014 Dearning Scalaz

#### scalaxb

• Scalathon 2011 Scalathon 2011: Eugene Yokota on Vimeo

#### History

Stevens Institute of Technology 👻 / MS, Computer Science

2006 - 2009, Hoboken, NJ

- Implemented handwriting recognition algorithm using Java based on Markov Chain for Machine Learning course.
- Implemented basic TCP/IP stack using C++ for TCP/IP course.
- Implemented virtual robots that play tag in Simbad simulator for Autonomous Mobile Robots course.

**Stevens Institute of Technology** 🛞 / Research Student, Visualization Lab January 2003 - May 2003, Hoboken, NJ

