

Owais Jamil

Senior Software Engineer

Summary

Software engineer with a background in research, now building software systems and AI-forward products.

Contact

Location: Austin, TX, US

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Education

Master of Science

Computer Science

University of Texas at Austin, 2022

Bachelor of Science

Microbiology

University of Texas at Austin, 2015 – 2017

Bachelor of Science

Biochemistry

University of Texas at Austin, 2011 – 2015

Skills

Languages

Python, TypeScript, JavaScript, Ruby, Golang, SQL, Rust, Dart, ML Languages (OCaml, F#, Gleam)

Technologies

Django, React, React Native, Flutter, Svelte, Vue, Rails, Node.js, Docker, Kubernetes, Elasticsearch, Postgres, AWS, GCP

AI

LLMs, Model Context Protocol, Agent Client Protocol, Anthropic & OpenAI APIs, Agent Context & Skills

Professional Experience

Stormlight Labs

Founder and Lead Software Engineer

2024 – Present

- **Founded and led an open-source-focused software studio, taking products from concept through production across multiple platforms.**
- Turned research, user feedback, and complex product requirements into maintainable software with clear, practical user workflows
- Shipped and tuned multi-platform applications and open-source libraries in Svelte, Rust, Go, and Flutter, using concurrency design and profiling to improve reliability and runtime performance

Edlink

Senior Software Engineer

May 2023 – Jul 2024

- **Led Flow as a production data pipeline connecting learning-management and student-information systems for school roster data.**
- Extended Flow's data model and API contracts to support new LMS and SIS integrations
- Designed an event-driven Pub/Sub, Cloud Functions, and BigQuery architecture that made school roster data durable, queryable, and easier to process across integrations
- Ran production roster-data workloads across Pub/Sub, BigQuery, Cloud Functions, Kubernetes, Redis, and Postgres, giving school integrations a reliable path from source systems to downstream consumers
- Delivered the Flow service in NestJS and TypeScript with Postgres, Redis, and Kubernetes on Google Cloud, plus a Vue dashboard for pipeline operations

CampusOptics

Software Engineer

Mar 2022 – Mar 2023

- **Owned feature delivery for a higher-education environmental health and safety SaaS, from customer and management requirements through release.**
- Delivered React Native features and the API endpoints behind them, expanding mobile workflows for campus safety teams
- Improved Rails and Sidekiq services on AWS ECS by tuning container tasks, background jobs, and Postgres workflows, keeping campus safety operations dependable
- Kept the Rails monolith, Sidekiq and Redis jobs, and Postgres services aligned on AWS ECS, providing a stable base for customer-facing releases

Texas Advanced Computing Center

Software Engineer

Oct 2019 – Mar 2022

- **Architected and delivered the Frontera User Portal as the first implementation of Core Experience Portal v2.**
- Delivered the portal across React, Django, and Postgres, turning the Core Experience Portal v2 design into a working user-facing system
- Improved DesignSafe-CI's discoverability by developing an SEO strategy and updating its publication pipeline
- Introduced Pytest coverage for Core v2 and strengthened internal testing practices, giving the team a repeatable way to catch regressions

Projects

THNDRS

Terminal AI pair programmer and agentic coding harness · github.com/stormlightlabs/thunderus

- Built a Rust terminal AI pair programmer with a custom TUI, streaming reasoning and tool activity, persistent session history, and project context loading from AGENTS.md and SKILL.md files
- Implemented provider adapters for Umans.ai and OpenCode Go with OpenAI-compatible and Anthropic-compatible tool schemas, model configuration, usage tracking, and provider-native or Exa-backed web search modes
- Designed bounded local tool execution, MCP tool discovery and dispatch, and Agent Client Protocol support so external agents, editors, and IDEs can drive the harness with auditable permission behavior

Regulus

Experimental Gleam to WebAssembly compiler · github.com/desertthunder/regulus

- Built a Rust compiler pipeline that parses Gleam with tree-sitter, owns its AST, resolves names, type checks a supported subset, lowers to core IR, and emits deterministic WebAssembly
- Implemented support for scalar values, managed runtime values, pattern matching, closures, selected standard library modules, host imports, and whole-project linked output
- Validated compiler behavior with source-span diagnostics, optional WAT rendering, and Wasmtime tests for scalar and managed-value exports

Beacon

Python Type Checker and Language Server · stormlightlabs.github.io/beacon

- Architected Rust-based LSP implementation with Hindley-Milner type inference engine
- Implemented comprehensive code intelligence including real-time diagnostics and type narrowing via control flow analysis
- Built refactoring suite with workspace-wide renaming validation and automated quick fixes
- Designed incremental analysis architecture with multi-layer caching supporting VS Code, Zed, Neovim, and Helix

Lazurite

Cross-platform Bluesky and Blacksky client · github.com/stormlightlabs/lazurite

- Built Flutter/Dart mobile client for iOS and Android with Material 3 design
- Implemented AT Protocol features including timelines, feeds, post composition, moderation tools, and account switching
- Designed Drift-backed local cache with offline-aware screens, drafts, saved posts, and semantic search

Volkara

Cross-platform ADHD focused productivity app · volkara.stormlightlabs.org

- Deployed a local-first SvelteKit application using PGLite and Drizzle, achieving sub-100 ms offline UX with deterministic data consistency
- Designed and implemented a premium sync engine with queued operations, SHA-256 diffing, and a network-aware worker
- Unified observability across web and worker contexts via session-scoped & GDPR compliant telemetry

MarkdownZ

CommonMark-compliant Markdown parser and event API · codeberg.org/desertthunder/markdownz

- Built Zig Markdown engine with AST-first and pull-event APIs for renderers, formatters, and low-allocation integrations
- Implemented multi-dialect parsing with HTML rendering and URL sanitization controls
- Full CommonMark and GFM spec compliance with integrated conformance corpora

Projects

Marker

Ad-free mobile browser for reading and annotating · github.com/stormlightlabs/marker

- Built Flutter/Dart browser with WebView-based text selection, highlighting, underlining, and note creation
- Implemented persistent annotations using layered W3C-inspired selectors for graceful anchoring across DOM changes
- Designed local-first state architecture with Riverpod, Drift/SQLite, go_router, and injected JavaScript bridge

Big Fly

Comprehensive Baseball Statistics REST API · bigfly.tech

- Built RESTful API with Go and PostgreSQL serving historical data from Lahman Database and Retrosheet
- Implemented advanced analytics including win probability calculations from 2,143 unique game states
- Designed trigger-maintained search vectors with GIN/trigram indexes enabling sub-millisecond queries
- Architected ETL pipeline with materialized views and comprehensive Swagger/OpenAPI documentation

Noteleaf

Unified Personal Productivity CLI · github.com/stormlightlabs/noteleaf

- Architected terminal-native productivity system combining task management, note-taking, and media tracking
- Implemented repository pattern with SQLite persistence and Cobra CLI framework
- Built article parser with Colly and goquery for web scraping

Tempest

Self-hostable AT Protocol Personal Data Server · github.com/desertthunder/tempest

- Built an Elixir/Phoenix PDS with account, repository, blob, access, security, migration, sequencer, and firehose operator tooling
- Implemented local development storage backed by SQLite databases and configurable blob limits, hostname, public URL, DID method, and crawler settings
- Maintained admin status and compatibility tooling for AT Protocol endpoint coverage, plus built-in documentation, changelog, and development email previews