

# Mary Rose Cook Resume

## CONTACT

---

(415) 312-0310  
[mary@maryrosecook.com](mailto:mary@maryrosecook.com)

[maryrosecook.com](https://maryrosecook.com)  
[github.com/maryrosecook](https://github.com/maryrosecook)

## EMPLOYMENT

---

**Tech Lead Product Engineer** [Void](#) February 2024 - May 2025

- Tech lead for the cross-platform game editor part of this video game authoring stack.
- Shipped alpha Editor to our partner game studios.
- Built multiplayer level editor. Included “super hot reload” - all edits updated live in the running game.
- Led the port of the Editor to our new Rust game engine.
- Set up rigorous engineering practices - tests, automated builds, and documentation.
- Technologies - TypeScript, Vue, Node, WebSockets, Electron.

**Researcher in Residence** [Ink & Switch](#) July 2023 - February 2024

- Conducted independent research inventing developer tools.
- Built [Lude](#), a video game IDE. Edit the live-running game. Generate game object code with an LLM.
- Created “[afterburning](#)” a technique that lets web app users build their own features.

**Staff Product Engineer** [Airtable](#) July 2019 - June 2023

- Tech lead for [Automations](#), the second of three pillars of the product. Wrote vision, agreed customer-focused MVP, planned and ran sprints, sequenced work, built majority of the UI, led growth work.
- Created a UI for Automations with our designer that let non-programmers write programs.
- Technologies - TypeScript, React, Node.

**Project Lead, Engineer, Coach** [Makers](#) April 2016 - April 2019

- Led a team that built a web app to automate our application process.
- Coached one hundred bootcamp students to their first dev jobs. Ran course, designed curriculum.
- Introduced metrics that significantly improved our education and sales. Overhauled introductory curriculum to ensure every student began with robust programming skills.
- Technologies - JavaScript, Node, React, Express.

**Coach, Engineer** [The Recurse Center](#) March 2013 - December 2015

- [Ported](#) Git to JavaScript. Wrote six-thousand-word [essay](#) about Git internals.
- Built a web-based IDE for making video games. Wrote language, bytecode compiler, rewindable VM.
- My personal projects hit #1 on Hacker News five times.

**Engineer (contractor)** [Khan Academy](#) August 2012 - March 2013

- Created some of the first tutorial JavaScript programs for their online, interactive code editor.

## EDUCATION

---

MEng Software Engineering [Sheffield University, UK](#) 2000 - 2004

- A combined undergraduate and master’s degree.
- Specialized in natural language processing and AI.

## TALKS

---

- JSConf - Gave a [talk](#) about Isla, my programming language for children.
- Strange Loop - Ran a game-building [workshop](#).