Yasser Arguelles

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I'm a programmer based in Seattle proficient in low-level work generally in C or C++. I've been programming for 13 years in various languages mostly focused on Compilers, Operating Systems and Games.

EXPERIENCE

Roadio — *Lead ML Engineer*

May 2024 - Aug 2025

I work on improving the results of our safety systems along with a custom solution for low-light scenarios.

Whitebox Systems — *C Programmer*

Aug 2022 - Dec 2022

Worked on PDB parsing which was foundational to a myriad of features meant on improving Whitebox's debugger functionality when working with apps it doesn't compile.

PDOS — *Compiler Developer*

March 2022 - June 2022

I worked on improving the C compiler, subc, which was used to compile the Operating system. This revolved around bug fixes on the original designers work and added features to comply against the C spec.

EDUCATION

Professional And Technical High School, Kissimmee, FL — *High School Diploma*

Aug 2018 - May 2021

PROJECTS

Cuik/TB — *Compiler*

Nov 2021 - PRESENT

This is my personal custom C compiler and backend meant to one day replace LLVM in the ecosystem. The main focus is faster compile times and a more multithreading-friendly architecture without sacrificing the benefits of high-quality optimization.

https://github.com/RealNeGate/Cuik

SKILLS

C, C++, Java, Compilers (Frontend and Backend), x86, ARM, RISC-V, Windows, Linux, Git, Android

LANGUAGES

English, Spanish

SockOS — *Operating Systems*

March 2022 - PRESENT

This is my semi–personal research OS I work on with friends, it's capable of
booting on x64 hardware and does a minimal amount of driver work
especially to do with GPUs and XHCI.

https://github.com/RealNeGate/SockOS