

# Ben Gubler

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## EDUCATION

### B.S. in Computer Science, minors in Mathematics and Arabic

Brigham Young University

May 2027

Provo, UT

- Cumulative GPA: 3.87
- Full-tuition Heritage Scholarship from BYU
- Selected Coursework: Data Structures; Advanced Software Construction; Discrete Structures; Algorithm Design & Analysis; Operating Systems Design; Deep Learning; Linear Algebra; Proofs

## TECHNICAL SKILLS

**JavaScript/TypeScript:** TypeScript, JavaScript, React, Next.js, Node.js, Hono, Vite, Tailwind, Effect.ts, ESLint, Biome

**AI/ML:** PyTorch, PyTorch Distributed, Transformers, Accelerate, FSDP, lm-evaluation-harness, WandB, OmegaConf

**Systems/Infra:** Rust, Linux, Bash, Docker, Enroot, SLURM, Git, GitHub Actions, SQL, C++, WebGPU/WGSL, Turbopack

## WORK EXPERIENCE

### Software Engineering Intern and Contractor, Next.js

Vercel

Jun-Aug 2025; Jan-Apr 2026

Remote

- Returned to Vercel on contract in 2026 to continue work on Next.js and developer tooling in the React/TypeScript ecosystem
- Implemented statically typed links for Turbopack and developed automatic type generation system for PageProps, LayoutProps, and RouteContext
- Built route export validation with TypeScript's satisfies operator, catching invalid exports at compile time
- Deprecated next lint, created a codemod for migration to ESLint CLI, and integrated Biome as a faster linting option

### Artificial Intelligence Research Assistant

Perception, Control, and Cognition Lab (BYU)

Mar 2023-May 2025

Provo, UT

- Built a scalable small-LLM pretraining pipeline using PyTorch Distributed, Enroot, SLURM, WandB, OmegaConf, and lm-evaluation-harness
- Wrote a training loop to fine-tune Meta's LLaMA 70B on 8 GPUs using FSDP
- Operated an 80-A100, 8-node cluster, then taught coworkers and wrote documentation for the lab

## PERSONAL PROJECTS

**agentpane** ([github.com/bgub/agentpane](https://github.com/bgub/agentpane)) | *Next.js, Hono, Effect.ts, ACP*

Feb 2026-Present

- Built a local multi-pane web UI for AI coding agents with multi-session streaming and side-by-side browser workflows

**helm** ([github.com/bgub/helm](https://github.com/bgub/helm)) | *TypeScript, SES*

Feb 2026-Present

- Built a typed TypeScript framework for AI agents around search + execute abstractions rather than sprawling tool surfaces
- Powered "code mode" style agent workflows and sandboxed LLM-generated code with granular permissions using SES

**tokka-bench** ([github.com/bgub/tokka-bench](https://github.com/bgub/tokka-bench)) | *Python, Tokenizers, Streamlit*

Aug 2025-Present

- Built a benchmark suite for comparing tokenizer performance across multiple languages with interactive visualizations

**shade** ([github.com/bgub/shade](https://github.com/bgub/shade)) | *TypeScript, WebGPU, WGSL*

Jun 2025-Present

- Built a PyTorch-like computation library for TypeScript/JavaScript using WebGPU for high-performance GPU computing in the browser

**eta** ([eta.js.org](https://eta.js.org)) | *TypeScript, GitHub Actions*

Mar 2020-Present

- Maintainer of a fast embedded JS template engine with automated testing and release workflows
- 1.6K+ GitHub stars and 2M weekly downloads; used by Docusaurus

**More Projects:** [npm-to-yarn](#), [ts-base](#), [hf\\_to\\_mds](#), [cosmic-ext-applet-pomodoro](#), [nix-macos-starter](#), [TinyLingo](#)

## SERVICE

### Volunteer Service Representative

The Church of Jesus Christ of Latter-day Saints

Oct 2020-Nov 2022

Texas; Czechia; Slovakia

- Organized and taught free English classes, helped local city government process travel documents of Ukrainian refugees

## ADDITIONAL

**Languages:** Fluent in English and Czech; conversational in Slovak; intermediate Arabic; basic Russian

**Awards & Scores:** AP Scholar Award (2019); Philo T. Farnsworth Governor's Award for Innovation (2020); ACT: 36

**Hobbies:** Classic literature, rock climbing, open source, poetry, backpacking, pickleball, language learning