Chad Koslovsky

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Member of Technical Staff | Wafer

Cover letter

Hi Wafer team,

I've called myself a technomancer since I was a kid. Technology felt like magic, and I wanted to learn enough to understand what was really happening underneath it. What drew me to Wafer is that your agents have to do more than suggest a faster kernel. They have to test the change on a real workload and tell whether the gain survives when the engine, hardware or traffic changes.

I reason about failures much the same way. In a server-authoritative multiplayer engine I built in C++20 and WebAssembly, a replay records inputs in order and checks state hashes. If two runs disagree, I can find the first tick that diverged instead of guessing from the final frame. It's not GPU profiling, but it shows the sort of engineering I enjoy: make the problem reproducible, find where the behavior changes, then check the fix.

I learned the production side at Front Range Internet, where I moved hosted workloads from Hyper-V and VMware ESXi into Docker and Kubernetes, ran the NOC and handled its escalations. In my practice I've built Git-tagged container release tooling and a separate PostgreSQL restore verifier. I've also supported the software and DevOps work around a client data-science team and built tool integrations that give AI workflows access only to what they need.

I'd be coming to this role from production systems, deterministic simulation and agent tooling. I haven't written production GPU kernels or operated a large inference fleet. What I would bring is experience owning unfamiliar systems, narrowing down failures, and building tools that make the result easier to verify. I'd like to put that approach to work on the problems your team finds once a workload leaves the benchmark.

Thanks,
Chad Koslovsky