CHANDLER FORREST
Full Stack Software Engineer

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SUMMARY

Full stack software engineer with 5+ years of experience creating high throughput/low latency APIs, scalable data pipelines, automated testing frameworks, user-driven websites, and easy-to-use mobile applications.

TECHNICAL SKILLS

Languages	Python, JavaScript, TypeScript, Java, C++, C
Web Dev	Next.js, React, HTML, CSS, Tailwind, Node.js, Express, Flask
Databases	MySQL, PostgreSQL, Cassandra, ScyllaDB, MongoDB, Redis, Elasticsearch
Infrastructure	AWS, Docker, NGINX, Jenkins, Puppet, Cloudflare, Vercel, Heroku
Tools + Programs	Git, Bash, Unix, VSCode, IntelliJ, Postman, Photoshop, Davinci Resolve

EXPERIENCE

Proofpoint Inc.   April 2019 – April 2022
Software Engineer III   *Sunnyvale, CA*

- Created an alerting system that lets analysts directly notify customers of extremely high-risk emails missed within the detection pipeline. Within 3 months of launching it helped catch $260 million in confirmed preventable losses. The system was a feature within our React + Node.js email search engine web app.
- Implemented a new safelist data source and APIs for Proofpoint's high-volume email rating and scoring Java gateway which processes 1.5 billion emails daily.
- Fixed major performance issues, added more robust logging/monitoring, abstracted service configuration, implemented user-requested features, and got FedRAMP certification for an internal use email search engine and feedback React + Node.js web app. The search engine was backed by Elasticsearch.
- Selected database for new machine learning service feature store after research and benchmarking.
- Created migration ETL jobs in Python to bootstrap data into the machine learning service feature store.
- Ensured new and existing services complied with internal security guidelines as team security lead.

UCSB Programming Languages λab   June 2018 – December 2018
Research Assistant & Developer   *Santa Barbara, CA*

- Created an experiment runner to help validate correctness bugs for SMT solvers using Python and SQL.

Liaison Technologies   June 2017 – December 2017
Application Development Intern   *Santa Barbara, CA*

- Fixed bugs and fulfilled user-requested features for the Java backend of one of Liaison's flagship products.
- Wrote end-to-end API tests in JavaScript and integrated them into a build automation pipeline using Jenkins.

PROJECTS

Pokémon GO Copy   January 2024 - March 2024
https://www.pokemongocopy.com   *Oxnard, CA*

- Designed and programmed a mobile-first web application that helps Pokémon GO players nickname their Pokémon in Next.js, JavaScript, React, Python, Flask, HTML, and CSS.

GoGaucho   May 2018 - January 2019
https://gogaucho.app   *Santa Barbara, CA*

- Oversaw a team of 5 developers to convert multiple Flask apps into one cohesive Express.js server.
- Formalized the team into an on-campus group, grew the team size from 6 to 18 members, and increased the user count to 3,500 daily users - 73% of UC Santa Barbara's freshman student population.

EDUCATION

University of California, Santa Barbara   September 2014 - April 2019
B.S. Computer Science   *Santa Barbara, CA*