CHANDLER FORREST
Full Stack Software Engineer

Seattle, Washington
+1 (805) 910-9037
chan4est@gmail.com
chan4est.com
github.com/chan4est
linkedin.com/in/chan4est

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 Development   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
Tools + Programs   Git, Bash, Unix, VSCode, IntelliJ, Postman, Photoshop, Illustrator, Resolve

EXPERIENCE

Software Engineer III   April 2019 – April 2022
Proofpoint Inc.   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.
- Maintained and improved internal email search engine web app (React, Node.js, Elasticsearch) by optimizing query performance, eliminating hangups, adding robust logging and Grafana monitoring, abstracting service configurations, and implementing user-requested features, all while getting FedRAMP certification.
- Led the database selection for a machine learning feature store after thorough research and benchmarking.
- Created migration ETL jobs in Python to bootstrap data into the ML feature store backed by ScyllaDB.
- Ensured new and existing services complied with internal security guidelines as team security lead.

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

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

Application Development Intern   June 2017 – December 2017
Liaison Technologies   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 - https://www.pokemongocopy.com/   January 2024 - March 2024

- 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. The app has hundreds of monthly users.

GoGaucho - https://gogaucho.app/   May 2018 - January 2019

- 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 from a few hundred to 3,500 daily users which was 73% of UCSB's freshman student population.

EDUCATION

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