

# 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

<b>Languages</b>	Python, JavaScript, TypeScript, Java, C++, C
<b>Web Dev</b>	Next.js, React, HTML, CSS, Tailwind, Node.js, Express, Flask
<b>Databases</b>	MySQL, PostgreSQL, Cassandra, ScyllaDB, MongoDB, Redis, Elasticsearch
<b>Infrastructure</b>	AWS, Vercel, Docker, NGINX, Jenkins, Puppet, Cloudflare, Vercel, Heroku
<b>Tools + Programs</b>	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 in Node.js that allows analysts to 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.
- 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 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 lab

June 2018 – December 2018

Research Assistant & Developer

Santa Barbara, CA

- Created an experiment runner using Python and SQL to help validate correctness bugs for various satisfiability modulo theories (SMT) solvers.

### Liaison Technologies

June 2017 – December 2017

Application Development Intern

Santa Barbara, CA

- Wrote an API test suite and integrated it within the nightly build job for one of Liaison's flagship products.

## 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