CHANDLER FORREST
Full Stack Software Engineer

Seattle, Washington

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chan4est@gmail.com

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github.com/chan4est

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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, Vercel, Docker, NGINX, Jenkins, Puppet, Cloudflare, Vercel, Heroku
Tools + Programs	Git, Bash, Unix, VSCode, IntelliJ, Postman, Photoshop, Davinci Resolve

EXPERIENCE

Proofpoint Inc.
Software Engineer III
April 2019 – April 2022
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 λab
Research Assistant & Developer
June 2018 – December 2018
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
Application Development Intern
June 2017 – December 2017
Santa Barbara, CA

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

PROJECTS

Pokémon GO Copy
https://www.pokemongocopy.com

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

GoGaucho
https://gogaucho.app

- 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 UCSB's freshman student population.

EDUCATION

University of California, Santa Barbara (UCSB)
September 2014 - April 2019

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B.S. Computer Science

Santa Barbara, CA