

Chet Aldrich

SOFTWARE ENGINEER

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Summary

Currently a backend engineer on the Buyer team at Postmates, focusing on search and recommendations.

Work Experience

Postmates

San Francisco, CA

SOFTWARE ENGINEER

Sep. 2017 - Present

- Integrations
 - Built and released inventory management system for the Postmates integration with Google Search, Maps, and the Assistant. Also responsible for ongoing development of the integration, which has generated an incremental \$1.3 million in revenue every month since its release.
- Search
 - Rebuilt search from the ground up, moving from third-party solution to a system with incremental search for places on the Postmates platform. This system has since been ramped up to all users with a click-through rate of about 90%.
 - Expanded the search API to include local product search, product search within menus/catalogs, and search suggestions, coordinating with client engineers from three platforms (Android, iOS, Web) to consume the new API.
- Recommendations
 - Built out a substantial portion of the data pipeline powering a new iteration on the Postmates feed. This led to significant bumps to major metrics, including a roughly 1-2% increase in deliveries, 2% increase in first time jobs, and a reduction in average drop off distance across all deliveries.
 - Built out the initial infrastructure for classifying customers, which is now the basis of personalization of the app experience on the team
- Shared Services / Integrations
 - Maintain Flipper, our distributed feature flagging and experimentation service. With my help, this has been adopted by other teams since.
 - Built out infrastructure and common libraries to simplify data processing and I/O in Apache Beam that is now relied on by 4 teams at Postmates.
 - Built out tooling to make it simple to create new search indices at Postmates, and have since used it to create search services internally for a customer support tool and our place matcher.

Pandora

Oakland, CA

SOFTWARE ENGINEER

Aug. 2016 - Aug. 2017

- Built a MapReduce pipeline within Google Cloud Dataproc to estimate reach and frequency for ad campaigns leading to a 37 percent decrease in runtime for the average forecast.
- Built automated reporting jobs to identify trending artist messages and featured tracks for the Music Makers team.
- Discovered the reason an analytics job was causing batch processors to crash in production and remedied the issue by reducing its memory footprint by roughly 30 percent.

Pandora

Oakland, CA

SOFTWARE ENGINEER INTERN

Jun. 2015 - Aug. 2015

- Created a tool to help artists identify regional variations in popularity of their songs to help them cater to different audiences across the country.

Education

Carleton College

Northfield, MN

B.A., COMPUTER SCIENCE

Sep. 2012 - Jun. 2016

- Rewarded distinction in the major for outstanding work in the senior integrative exercise.

Skills

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|-------------------|--|
| Main | Scala, Java, Go, Apache Beam |
| Proficient | Python, Google Cloud Platform (BigTable, BigQuery, Datastore, Cloud Storage, etc.), Redshift, Gradle, PostgreSQL |
| Familiar | Elasticsearch, Terraform, gRPC, Docker |