



Chet Aldrich

Software Engineer

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SKILLS

Languages

Main:

Python, Java, Scala

Proficient:

HTML, CSS, JavaScript, Bash, Swift

Familiar:

Haskell, C

Libraries / Tools

Apache Hadoop, Hive, Beam

Gradle

Bootstrap, JQuery

PostgreSQL

Git, Perforce

Linux, MacOS

WORK EXPERIENCE

Software Engineer, Postmates

September 2017 - Present

Currently working as a backend engineer on the Buyer engineering team powering search with Apache Beam.

Software Engineer, Pandora

August 2016 - August 2017

Built internal automated email reporting jobs in Scala, Java, and Hive to identify trending artist messages and featured tracks for the Music Makers team.

Identified and fixed bugs in the location tracking behavior of analytics jobs responsible for sending push notifications out to listeners for concerts leading to increased click-through rates for concert notifications.

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.

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.

Software Engineer Intern, Pandora

June 2015 - August 2015

Built an interactive song popularity explorer using D3.js, allowing artists to see where their songs are most popular and what songs those audiences would like to hear. This gave artists the ability to identify potential touring locations based on relative popularity of songs within different regions.

Grader and Teaching Assistant, Carleton College

March 2015 - June 2016

Reviewed and graded Python for two sections of Intro to Computer Science Spring Term 2015.

Guided review sessions as TA for Intro to Computer Science during Fall Term 2015.

Reviewed and graded Java for two sections of Software Design during Winter and Spring Terms 2016.

EDUCATION

Bachelor of Arts in Computer Science, Carleton College

September 2012 - June 2016

Rewarded distinction in the major for outstanding work in the senior integrative exercise, an iOS and Android app for Carleton's Sesquicentennial celebrations detailed in the projects below.

PROJECTS

Carleton Sesquicentennial

<https://apps.carleton.edu/150/app/>

<https://github.com/carleton/sesquicentennial-app-ios>

Worked with a six person team on an iOS app that lets you explore Carleton's history interactively using maps and location data to provide quests and historical information. Received distinction for my significant contributions to the app and Node backend.

Later continued the project under the purview of Carleton Web Services. The app has since been released for use at the 150th anniversary of the college in the fall of 2016.

EAAI Parametrized Poker Squares

<https://github.com/chetaldrich/pokersquares>

Invented and implemented a novel genetic programming technique for stochastic games as part of research into creating intelligent players for Poker Squares.

MLOCR

<https://github.com/chetaldrich/mlocr>

An implementation of a few supervised machine learning algorithms to perform optical character recognition on MNIST, a dataset of handwritten numbers.