Chet Aldrich

contact

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http://chetaldrich.com

in chetaldrich
 chetaldrich
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technical skills

Programming/Markup Languages
Main:
Python, Java
HTML5 & CSS3

Proficient:
C, JavaScript

Familiar:
Ruby, Bash
Go, Racket,
Scala, LATEX

Frameworks/Libraries/ Tools/Software:
Proficient:
Unix/Linux
Bootstrap
jQuery
Git, Perforce
Photoshop
PostgreSQL

Familiar:
Backbone, D3.js
Hadoop, Hive

natural languages

Russian

experience

2015 — **Pandora** — Oakland, California
Software Engineer Intern
- Currently working with the MIP (Music Industry Pillar) engineering team as a full-stack developer on location aware music popularity information for artist tours, using interactive maps to create a dynamic experience.
- Created, optimized, and scaled Hadoop MapReduce jobs with exporters to PostgreSQL giving artists access to near real time analysis of hundreds of thousands of data points per artist, millions in the aggregate.

2015 — **Carleton College Computer Science** — Northfield, Minnesota
Grader and Prefect
- Reviewed and graded Python for two sections of Intro to CS.
- Will become a prefect for Intro to CS starting Fall 2015.

2014 — **Frog Design** — San Francisco, California
Design Technologist Intern
- Worked with an agile development team in the process of creating interaction models and front-end development for a major client.

2006–2012 — **Marketplace Magazine** — Pella, Iowa
Print and Web Designer
- Designed client magazine pages and web content every two weeks.

education

2012–2016 — **Bachelor of Arts** in Computer Science — Carleton College

Spring 2014 — **Russian Language and Culture** — Moscow State University
Studied Russian language, history, and culture in Moscow and near Lake Baikal.

projects

2015 — **Racket Interpreter**
An implementation of a Racket interpreter written in C. Supports most reserved word functionality and primitives.

2015 — **Wine** — http://winehq.org
An ongoing bug fix in Wine's Windows 32 bit implementation of scroll bars, winning the Codeweavers Wine Challenge prize at CarlHacks at Carleton College.

2015 — **EAAI Parametrized Poker Squares** — https://github.com/chetaldrich/pokersquares
Implemented a genetic programming technique for stochastic games as part of research into creating intelligent players for Poker Squares.

2014 — **SenseSF**
A D3.js application providing interactive visualizations for sensor data at Frog.

2014 — **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.