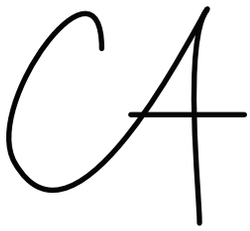

Chet Aldrich

Software Engineer

CONTACT

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SKILLS

Languages

Main:

Python, Java, Scala

Proficient:

HTML, CSS, JavaScript, Bash, Swift

Familiar:

Haskell, C

Libraries / Tools

Apache Hadoop, Hive

Gradle

Bootstrap, jQuery

PostgreSQL

Git, Perforce

Linux, MacOS

WORK EXPERIENCE

Software Engineer, Pandora

August 2016 - Present

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.

Currently building MapReduce jobs using Google Cloud Dataproc infrastructure to estimate reach and frequency for ad campaigns. The goal of the project is to make response times more consistent for the Ad Yield team.

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.

Design Technologist Intern, Frog Design

December 2015

Worked with designers and developers creating proofs of concept for a major client's app redesign.

Built an application and sensors made out of Raspberry Pi computers to provide interactive visualizations of environment data in the Frog SF office.

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 usings 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.