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Tristan Rasmussen

Employment

- SuperJumbo.tv Head Developer 2019 Present
 - Create community game app from scratch, including both front end and backend
 - Integrated with external APIs (NFL, NBA) to support automatic scoring of games
- Queue Software Engineer 2019 Present
 - Built high performance video capture software, capable of capturing at 60 fps with minimial (2-3%) CPU load.
 - Developed syncronized video player allowing multiple users to control the same video playback seamlessly.
 - Prototyped Machine Vision based system to identify key points in video game recordings (kills and deaths).
- Google Senior Software Engineer on YouTube Player Infrastructure 2015 2019
 - Focused on the YouTube HTML5 video player, serving [XXX] million people on a daily basis; specific focus on live streaming and encrypted playback.
 - Lowered live streaming latency from 15s to 2s (86% decrease). Included both a complete rewrite of live streaming protocol and development of new streaming support.
 - Added support for seamless (single frame) transitions between videos to support Dynamic Ad Insertion for YouTube TV.
 - Ran 40+ experiments aimed at increasing watchtime, decreasing manual quality selections, and improving overall user experience.
- Backstop Software Engineer 2014 2015
 - Worked to bring codebase into compliance with coding standards and improve the infrastructure surrounding the application

Projects

- Sitrus Moods 2018 Present
 - Mood tracking made easy. Developed in React Native to support fun and interactive mood tracking, analysis, and management. One member of three person development team.

Skills

- Languages:
 - Strong: Python, Javascript, Typescript
 - Experience: C, C++, Java, Haskell, Ruby, SQL
- Frameworks: Django, React, React Native
- Tools: AWS, GCE, Ansible, Git
- Browser Technology: MSE, DASH, Fetch APIs

Education

BS and MS from the University of Chicago. GPA 3.98