Andrew C. Russell

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https://github.com/euclio https://acrussell.com

Experience

Senior Member of the Technical Staff

August 2015—Present Watertown, MA

athenahealth

- Implemented one of athena's first microservices in an initial effort to replatform its monolithic codebase
- Organized a division-wide workshop and hackathon to publicize the Orders API and new platform knowledge
- · Managed cross-team design and execution for a critical government certification initiative
- · Created testing infrastructure and documented best practices for a mostly untested subsystem
- · Reverse-engineered the API of an acquired application to integrate its data and users with the new Hospital product

Software Engineering Intern

May 2014—August 2014 Mountain View, CA

Google

- Assisted the Android team with both server and client work to implement a cutting-edge API (Nearby)
- Designed an interface for paginating large server responses, weighing the pros and cons of various approaches
- Added an etag parameter to improve client polling efficiency, saving an average of 1KB per request
- Refactored a legacy RPC to use a new, more encapsulated interface

Engineering Practicum Intern

May 2013—August 2013

Google

Mountain View, CA

- Tripled the speed of a long regression test used often by the Ads team
- Eliminated difficult-to-maintain Python code by generating it from an XML schema via script

Education

Pomona College May 2015

Bachelor of Arts in Computer Science and Minor in Classics

Claremont, CA

GPA: 3.77

Bachelor's Thesis: Rust vs. D: Exploring Possible Successors of C++

Significant Coursework: Augmented Reality Independent Study, Database Systems, System Administration Seminar,

Filesystems, Software Development, Artificial Intelligence, Domain-Specific Languages

Mentored: Artificial Intelligence, Computer Systems, Data Structures, Introduction to Computer Science

Honors: Pomona College Scholar, five semesters (top 25% of class)

Software Development Skills

Proficient: Java, Python, Rust, C++, JavaScript (ES6), TypeScript, HTML5, CSS3, SQL, Git, Docker, Scala, C, Perl, HL7v2 Familiar: Android, iOS, Amazon Web Services, ŁTFX, Haskell, FHIR

Activities/Interests

Open Source Contributor

January 2012-Present

- Commits an average of 1,000 times a year on GitHub
- Major feature and bugfix contributions to the Rust compiler & package manager (rustc, cargo), and vim
- Maintainer of rust-rosetta, an educational collection of RosettaCode solutions written in Rust
- Implemented a cycle-accurate emulator of the Nintendo Game Boy

Member, Boston Rust

November 2017—Present

• Attends monthly Boston Rust meetups held across Boston and Cambridge

Primary Organizer and Founding Member, Claremont Hack

October 2012-August 2015

- Organized the 5C Hackathon, a semiannual coding event focused on learning and inclusion with over 300 attendees
- Taught web development during Hack Week, a nightly seminar before the hackathon attended by 100+ students
- Served as chief liaison to tech company sponsors
- Promoted learning and collaboration between students across the Claremont Colleges

Experienced Latin Translator

Spring 2013—Present

• Contributor to Google Translate and the Latin translation of reddit and Facebook

Eagle Scout, Boy Scouts of America

August 2011