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

- Designed a highly-scalable ETL pipeline that transforms clinical data across all client practices
- 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

Engineering Practicum InternGoogle

May 2013-August 2013

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, ŁTeX, Haskell, FHIR

Activities/Interests

Member, Boston Rust

Open Source Contributor

January 2012—Present

- Contributes 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

Attends monthly Boston Rust meetups held across Boston and Cambridge

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October 2012-August 2015

November 2017-Present

Primary Organizer and Founding Member, Claremont Hack

- 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