

# Jacob Sandlund

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Software engineer with eight years of experience working on both large production systems and customer-facing UIs, seeking to join a mission-oriented team working on challenging problems.

## Work Experience

Figma San Francisco, CA  
Software Engineer October 2019 - July 2020

- Built a feature that gave plugins limited control over the panel UI, collaborating with designers and other engineers.
- Enhanced the debuggability of rendering code while fixing GPU issues.

Braintree Chicago, IL  
Software Engineer November 2013 - June 2018

- Worked on a mission-critical project to introduce a new sharding dimension to a giant codebase, and seamlessly cut over to the new shards with no downtime.
- Avoided the need for a new microservice by replacing database queries on an overloaded table with in-memory lookups loaded from a file, using a custom compression scheme.
- Developed a new onboarding and login flow (both front-end and back-end), with an accompanying service to run A/B tests to see onboarding funnel impact.

Khan Academy Mountain View, CA  
Software Intern (after full-time job at Caterpillar) June 2013 - August 2013

- Crafted smooth and intuitive exercise widgets using the recently released React library.

Caterpillar Peoria, IL  
Design Engineer (full-time job) July 2011 - March 2013

- Within five months of being hired led a four person project to track and communicate exhaust fluid levels across two microcontrollers (written in C).

## Skills

Languages: JavaScript, TypeScript, C, C++, Ruby, Python, Go, Java, HTML, CSS, Bash, SQL, VHDL, Lisp, PHP, Zig (learning)

Libraries/Frameworks: React, Node, Rails, D3.js, jQuery, Angular, OpenGL/WebGL

Tools: Git, Vim, Docker, AWS, Terraform, Postgres, Nginx, Haproxy, Emscripten

## Education

Bradley University Peoria, IL  
B.S. in Electrical Engineering (GPA 3.96) May 2011