Jacob Sandlund

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Software engineer with eight years of experience working across backend, frontend, and embedded systems. Seeking to join a mission-oriented team working on challenging problems.

Work Experience

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

* Established a future-proofed API for a plugin feature in time for beta developers to demo their plugins at the first Figma user conference.

Braintree Chicago, IL November 2013 - June 2018 Software Engineer

- * Carefully introduced a new sharding dimension to a giant codebase, and cut over to new shards with no downtime or data loss. Completed well before the critical deadline.
- * 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.
- * Measured the impact of developing a new onboarding and login flow by also building a service to run A/B tests.

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

* Crafted smoothly-interactive exercise widgets using the newly released React library.

Caterpillar Peoria, IL July 2011 - March 2013

Design Engineer (full-time job)

- Developed and maintained a platform layer for engine microcontrollers, working with non-volatile memory and exposing system calls to applications.
- * Led a four person project to track and communicate exhaust fluid levels across two microcontrollers, within five months of being hired.

Skills

C, C++, Go, Rust (some), Python, Ruby, TypeScript, Java, VHDL, Zig Languages: Tools/Other: Linux, RTOS, Git, Vim, Xcode, Docker, Valgrind, Raspberry Pi, Arduino,

AWS, Terraform, Postgres, Nginx, OpenGL+WebGL, React

Education

Bradley University B.S. in Electrical Engineering (GPA 3.96)

Peoria, IL May 2011