Jacob Sandlund

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https://jacobsandlund.com/projects

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*

- Established a future-proofed API for a plugin feature in time for beta developers to demo their plugins at the first Figma user conference.
- Made the rendering code easier to debug for the next person, while fixing a GPU issue.

Braintree   Chicago, IL
Software Engineer   *November 2013 - June 2018*

- 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
Design Engineer (full-time job)   *July 2011 - March 2013*

- Led a four person project to track and communicate exhaust fluid levels across two microcontrollers, within five months of being hired.

Skills

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

Libraries/Frameworks: Rails, Node, Express, Flask, React, D3.js, OpenGL/WebGL

Tools: Git, Vim, Docker, AWS, Terraform, Postgres, Kafka, Nginx, Haproxy, Puppet

Education

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