



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

Software Engineer

San Francisco, CA

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

Software Engineer

Chicago, IL

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

Software Intern (after full-time job at Caterpillar)

Mountain View, CA

June 2013 - August 2013

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

Caterpillar

Software Engineer (full-time job)

Peoria, IL

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:

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

Libraries/Frameworks:

React, Rails, Node, Express, Flask, D3.js, jQuery, Angular, WebGL

Tools:

Git, Vim, Docker, AWS, Terraform, Postgres, Kafka, Nginx, Emscripten

Education

Bradley University

B.S. in Electrical Engineering (GPA 3.96)

Peoria, IL

May 2011