



# 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:

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, Docker, AWS, Terraform, Postgres, Kafka, Nginx, Haproxy, Puppet

## ## Education

Bradley University

B.S. in Electrical Engineering (GPA 3.96)

Peoria, IL

May 2011