Paul Kiernan

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EXPERIENCE

CHARTBEAT INC.   October 2015 – Present
BACKEND DEVELOPER TEAM LEAD

- Backend Team Lead on Team Life Aquatic developing experimental new products for Chartbeat
- Implemented Robust Principal Component Analysis outlier detection for surfacing anomolous traffic patterns in topics published on the Chartbeat network.
- Developer real-time targeting platform for distributers like Kargo to use for targeting trending material
- Developed benchmarking tool for publishers to measure their share of voice in a topic being currently discussed on the web
- Ad Refresh Technical Team Lead

August 2014 – October 2015

BACKEND DEVELOPER

- Ad Refresh Technical Team Lead
- Rosetta Stone (DFP translation)
- Redshift workers and stuff
- Teaching non-technical members of the company programming through the "Learn Python the Hard Way" online curriculum

MOAT INC.   May 2012 – August 2014
SOFTWARE DEVELOPER

- One of three engineers responsible for the development of the full-stack behind Moat Pro, an enterprise ad-intelligence platform that allows clients to research trends in the online advertising industry
- Engineered a network of web crawlers capable of programmatically detecting, capturing, and indexing online advertisements across different geographical regions
- Designed ETL pipeline for aggregating warehoused index results
- Developed API for aggregate results and Pyramid web application for serving reports to clients
- Developed global navigation autocomplete service for web application
- Created Pyramid middleware for logging user engagement with webapp and real-time analytics application for building reports on usage patterns and behaviour
- Encouraged testing and installed a Jenkins continuous integration server for detecting regressions
- Implemented homebrew heterogeneous server role and configuration deployment system in Amazon's EC2

EDUCATION

CORNELL UNIVERSITY   May 2012
BS IN ELECTRICAL AND COMPUTER ENGINEERING

- Double Concentration in Electrical Engineering and Computer Science
- Honors: John McMullen Dean Scholar, Goldfarb Tradition Fellow

PROGRAMMING SKILLS

Over 60,000 lines: Python
Over 5000 lines: Java • Shell • Matlab • LaTeX
Over 1000 lines: MySQL • C • C++ • Assembly
Familiar: JavaScript • CSS • PHP

INTERESTS

Cooking • Boxing • Particle Physics
Fusion Engineering • Miyazaki Films
Aerospace Engineering • Music

LINKS

Github:// **paulkiernan**
LinkedIn:// **paulynomial**
Twitter:// **@gaelic**