

# Michael Chase

East Bay, CA ~ [Email](#) ~ [LinkedIn](#) ~ [GitHub](#) | v09.17 | [pdf](#)

## About

**Favorite Quote:** "A man who knows something knows that he knows nothing at all" - [Erykah Badu](#)

**Favorite Language:** [Python](#)

**Favorite Editor:** [vim](#)

**Values:** Challenges, Experimentation, Deep Learning, Trendsetting, Career Building, Culture

**Skills:** python2.7/3.6, flask, sanic, NodeJs, Restify, Express, React-Native, Javascript, React, Angular 1.x/2, MySQL, MongoDB, Redis, Docker, EC2, ECS, Terraform, Jenkins, Architecture, Problem Solving

**Education:** Bachelor of Science Computer Science | Norfolk State University, Norfolk, VA | 2008 - 2012 | GPA 3.77/4.0

## Experiences

### Collecting and notifying on [gdax.com](#) trade statistics

Around December, 2016 I got into cryptocurrency trading. By early February 2017 I had a functional, single exchange, arbitrage bot written in `python2.7` using `gevent` for threading. This bot was very basic and not very profitable. This project was the first time I used the `Decimal` Python library. I ended up making the bot a service that could run against multiple accounts via a `flask` API. More research and tinkering led me to abandon the Arbitrage method.

By the end of May, I had refactored this project to `python3.6` using `sanic` and `asyncio`. In its [current but evolving state](#), you can signup/in and view some poorly displayed data on various pairs. Data is stored in `mysql` and I am utilizing `alembic` to maintain schema migrations. In the future, it will allow you to setup custom notifications.

Hobby	Closed Source	Jan 2017 - present

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### Redis, HIPAA, and AWS

My teammates and I currently maintain a stack which consists of NodeJS, Restify, MySQL, and Memcached. This stack powers a localized, custom built survey application. With our [migration](#) to AWS and commitment to Privacy,

our data was instructed to follow HIPAA requirements. At its core, this meant Encryption at Rest and in Transit. I researched some solutions and led our team to initially implement `stunnel` and a custom deployed `redis` instance on `ec2` (orchestrated through `terraform`). After some trials, tribulations, and a couple group discussions, we ended up utilizing `ElastiCache` and handling (en/de)ryption at the app tier with a `kms` data key. In addition, we created a `python2.6` tool to help manage secrets. It uses `iam roles`, `ssm parameter store`, and `kms` to securely store and retrieve sensitive app runtime data.

Senior Software Engineer	Ancestry	Jan 2017 - present

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## Handling orders at scale

On a previous team, we maintained a full-stack e-commerce site that took a variety of orders in a variety of languages. This site was initially architected with `angular1.x`, `python2.7`, `tornado`, `sockjs`, `celery`, and `rabbitmq`. This site only handled couriating data inputs to a backend ordering system. In addition to helping build and push a few client side features, I proposed we refactor and re-architect the application to no longer use websockets and queues. In addition, I wrestled `pika` to work with `tornado` in order to get rid of a mix of threading, polling, and in-memory cache which was used to connect `sockjs` to `celery`. Afterwards I was able to design and implement a system that used classes to define and register `rpc` action handlers as the first phase in swapping long-pollled `websockets` for `http`.

Software Engineer	Ancestry	Aug 2015 - Jan 2017

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## Giving people control over their data

A few friends and I got together with a plan to help simplify basic and overlooked data communication. The outcome of this project was a private beta app called Query. I led the architectural design of the iOS app which was developed using `React-Native` while also developing the backend via `python2.7`, `flask`, `mongodb`, and `redis`. We knew we'd want to one day launch the app on multiple platforms, so I split out the core data-to-server logic of the app into a separate project. The design consisted of stores which were `fbemitter`'s, Object-Oriented to re-use common logic, and multiple `dispatcher`'s to separate `state` updates in the various `stores`. This allowed for the app logic to react to state changes in sibling stores which was very helpful when dealing with object updates over `websocket`. In order to keep `Promises` at bay and handle flows such as OAuth, I created and open-sourced a library called `StaceFlow`.

In order for people to have control, the api had to handle permissions. Initially, these permissions were simple

" **Share** " objects which gave **usera** access to **itemb** which is owned by **userc** . Later, we realized user groups and item groups would be a thing as well as permission types. So I went back to the drawing board and created a permission system backed by **mongodb** . This system is able to understand a complex permissions structure where a group of people can have permissions over a group of items, which was provided by a single user. If, for example, that user's permissions are revoked, so are the groups.

Query later transformed into [Sequel](#) which still uses the original **react-native** and **python** backends.

<b>Consultant</b>	<b>Useful Labs Inc.</b>	<b>Jan 2017 - Present</b>
<b>Co-Founder/Lead Engineer</b>	<b>Useful Labs Inc.</b>	<b>Aug 2015 - Jan 2017</b>

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## Notifications at web scale

On the first day of my first job at a startup, the CEO (my direct manager) announced I would be working with one other engineer to finish rewriting the core api. (Prior to that I had never touched a production api in life). At the time, the api was written in **python2.7** , used [parse](#) for data storage and push notifications, and did all of its requests (including sending notifications) on the request thread. The senior engineer had been re-writing the api in **python2.7** , **gevent** and **mongodb** . This gave us some good initial benefits and allowed us to get notification sending off of the request thread. However, together we took this a step further by implementing **redis-queue** to create a horizontally scalable distributed message queuing system. While there, I was able to [find and fix a bug in mongoengine](#) which would, in some circumstances, cause  $O(n^2)$  comparisons.

<b>Software Engineer</b>	<b><a href="#">Yo</a></b>	<b>Dec 2014 - Aug 2015</b>