

TYLER CHAPMAN

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EDUCATION

2009-2012	SF State University <i>M.S. Computer Science</i>	San Francisco, CA
2003-2005	Boston University <i>M.S. Astronomy</i> Emphasis: Galactic Dark Matter Structure	Boston, MA
1998-2003	UC Santa Barbara <i>B.S. Physics, B.A. Philosophy</i> Minor: Astronomy and Planetary Studies Awards: Distinction in the major, graduated with honors	Santa Barbara, CA

SKILLS

Programming Languages: Java, C, C++, Python, Shell Scripting
Application Software: Matlab, Mathematica, Weka, Nagios, Ganglia, IDL, IRAF
Operating Systems: Windows, Mac OS X, Linux/Unix
Development Environments: Eclipse, X-Code, NetBeans
Miscellaneous: MySQL, Hadoop, Hbase, Hive, Flume, Google BigQuery, GPU Computing, Data Mining, Machine Learning, Strong background in Mathematics and Physics

WORK EXPERIENCE

Jan 12-Present	Claritics <i>Software Engineer</i> Extracted patterns from large amounts incoming data. Filtered through approximately 50 mil events a day to give clients information about retention, and user engagement. Primarily worked with gamification clients to provide them with statistics on funnels and cohorts. Additionally, I migrated and experimented with the organization of customer data within Hbase. Reworked queries from MySql to work as Hadoop mapReduce jobs.	Mountain View, CA
Dec 10-Sept 11	TRUSTe <i>Software Engineering Intern</i> Individual contributor as part of a 6 person engineering team. Wrote Java code and MySQL queries for building, updating, and maintaining internal web application. Used Java to automate the synchronization of data from proprietary database to external CRM. Set up a server monitoring system utilizing Nagios and Ganglia.	San Francisco, CA
Jul 07-Feb 09	New Logic Research <i>Chemical Engineer</i> Conducted feasibility testing on industrial sized liquid separation machinery. Selected specific testing apparatus, organized procedures, and ran chemical analyses on resulting samples. Executed on-site installations, and trained customers for future maintenance.	Emeryville, CA

RESEARCH EXPERIENCE

Jun 10-Present	SF State University Physics Department <i>Student Assistant for Andisheh Mahdavi</i> Converting an astronomy model into a parallelizable structure for use in GPU computing. Including writing in CUDA and C for use on Fermi Tesla video cards, enabling more accurate simulations to be run in vastly shorter time periods than currently available.	San Francisco, CA
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