Bill Cauchois

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                                                              https://wcauchois.github.io

OBJECTIVE

Find a senior backend engineering role at a small to mid-sized startup where I can make an impact on the core technologies and product.

SKILL HIGHLIGHTS

- Backend web and service development.
- Fluent in languages: Scala, Python (2/3), Java, JavaScript (ES6), Bash scripting. Hobbyist in Go, Rust, Haskell, Clojure.
- Web development: HTML/CSS, React, Redux, Webpack, Node.js.
- Good communication and writing skills.

- Scaling and tuning distributed systems.
- Big data technologies: Hadoop, Hive, MapReduce, workflow management.
- Product-focused data analysis, data warehousing, ETL.
- Functional programming.

WORK EXPERIENCE

Staff Software Engineer, Foursquare Labs (June 2012 – February 2018)

- Built an email blast tool for sending marketing emails that scaled to 10s of millions of users; implemented automatic click and open tracking functionality, as well as associated ETLs to post-process that log data and make it available through a web interface.
- Worked on numerous projects related to data quality on Foursquare's "Venues" team, including building a new version of the web page for managers to add their business to Foursquare, building a web page for viewing the edit history of a venue, and improving web-based flag review tools for superusers.
- As a Tech Lead on the "Swarm" team, developed tech specs for new features related to the consumer app and coordinated client and server engineers, while continuing to work on backend development.
- Mentored junior engineers and wrote documentation to disseminate tribal knowledge.
- Improved the reliability of our microservices and assisted in operations such as deploying and monitoring services.
- Worked on our web frontend and developed web-based administration pages.

EDUCATION

University of Washington, Seattle, WA (Sept 2008 – Jun 2012)
Majored in Computer Engineering (software focus); graduated spring 2012; GPA: 3.65.

INTERNSHIP EXPERIENCE

Software Engineer Intern, Google (Jun 2011 – Sept 2011)
Used Google Web Toolkit to develop a feature in Google's Ad Planner software.

Software Engineer Intern, Microsoft (Jun 2010 – Sept 2010)
Used Silverlight and ASP.NET to develop a demo application for an internally-developed data visualization tool.

INDEPENDENT PROJECTS

In my spare time I enjoy experimenting with new web technologies and learning new languages.
- Wednesday: Discussion forum, Python 3/asyncio backend with React/Redux frontend.
- Gamejam: 64x64 pixel shoot-em-up game on Canvas with WebAudio, bundled with Webpack.