# CHANDLER FORREST

Software Engineer
Backend, Distributed Systems, Full Stack

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## SUMMARY

Software Engineer with 5+ years of experience architecting high-throughput, low-latency distributed systems, scalable data pipelines, edge infrastructure, and full-stack web applications. Proven track record of cutting infrastructure costs, reducing network traffic, and preventing customer losses at scale.

## TECHNICAL SKILLS

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| **Languages** | Python, Java, Go, TypeScript, JavaScript, C++, C |
| **Web Development** | Next.js, React, Node.js, Flask, Tailwind, MUI, Express, Auth0 |
| **Databases** | PostgreSQL, Cassandra, ScyllaDB, MongoDB, Redis, Elasticsearch |
| **Infrastructure** | GCP, Docker, K8s, New Relic, Kafka, NGINX, AWS, Jenkins, Terraform, Cloudflare |

## EXPERIENCE

**Software Engineer II – RADAR** *(Remote / Seattle, WA)* **November 2024 – Current**

- Architected an edge-server provisioning pipeline in Java and Python that cut per-device setup costs from $600 to ~$15 and reduced installation times from 20+ minutes to 1 minute on average by parallelizing workflows, removing strict network dependencies, automating BIOS setup, and adding power-loss resilience.
- Led the deprecation of a legacy telemetry pipeline from the in-store edge devices by migrating to Fluent Bit, OpenTelemetry (OTel), and New Relic which reduced outbound network traffic by over 50%.
- Implemented a LiDAR calibration pipeline (Go, Cloud Run, Flask) that dynamically updates in-store overhead RFID sensor positions to sub-millimeter and sub-degree precision, improving retail RFID tag localization accuracy by 50 centimeters per degree of correction, while also boosting overall tag read coverage.
- Built a real-time manufacturing QA ingestion pipeline (Python, Kafka, PostgreSQL) and a Next.js validation dashboard which eliminated manual verification bottlenecks for hardware teams, and reduced shipped manufacturing defects to near zero.

**Career Sabbatical** – https://chan4est.com/blog/ **April 2022 – October 2023**

- Backpacked 400 miles of the Pacific Crest Trail, the entire 170 mile Tahoe Rim Trail, and solo traveled across 35 countries across Europe, South America, Asia, and the Middle East.

**Software Engineer III – Proofpoint** *(Remote / Sunnyvale, CA)* **April 2019 – April 2022**

- Created a real-time alerting system within a React and Node.js email search platform that enabled analysts to directly notify customers of high-risk threats missed by automated pipelines, preventing $260M in confirmed customer losses within 3 months of launch.
- Engineered a new safelist data source and low-latency APIs for Proofpoint's high-volume Java email rating and scoring gateway, processing 1.5 billion emails daily.
- Maintained and improved internal email search engine web app (React, Node.js, Elasticsearch) by optimizing query performance, eliminating hangups, adding robust logging and Grafana monitoring, abstracting service configurations, and implementing user-requested features, all while getting FedRAMP certification.

## PROJECTS

**Pokémon GO Copy** – https://www.pokemongocopy.com/ **January 2024 – March 2024**

- Designed and built a mobile-first web application using Next.js, React, JavaScript, and Python/Flask that helps Pokémon GO players nickname their Pokémon.

**GoGaucho** – https://gogaucho.app/ **May 2018 – January 2019**

- Led a team of 5 developers to consolidate several Flask microservices into a unified Express.js backend server.
- Formalized and scaled the campus engineering organization from 6 to 18 members, and increased platform adoption from a few hundred to 3,500 daily active users (73% of UCSB's freshman class).

## EDUCATION

**B.S. Computer Science – UC Santa Barbara** *(Santa Barbara, CA)* **September 2014 – April 2019**