

# CHANDLER SWIFT

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17399 Barberry Circle, Eden Prairie, MN 55346

## EDUCATION

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### University of Minnesota Duluth

*August 2015–December 2019*

B.S. in Computer Science, with a minor in Mathematics  
Cum Laude (GPA 3.89), Dean's list 9/9 semesters

## EXPERIENCE

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### Pearson VUE: Associate Cloud Engineer

*Dec 2019–Present*

- Implemented code in Ansible and Terraform to deploy and configure infrastructure as code.
- Worked with Jenkins and Azure DevOps to insure continuous integration of that infrastructure.
- Used Zabbix and Splunk to monitor deployed resources, and alert on failures.

### Bravo Reporting Systems: PHP Software Developer

*May 2015–Dec 2019*

- Developed a PHP/Laravel web application to provide action item tracking and reporting.
- Provided customer-facing end-user support for technical issues.
- Implemented continuous integration system to provide automated testing, compilation, and deployment.

### Dash360: .NET Software Developer

*May 2019–Dec 2019*

- Developed a C# software-as-a-service platform for collecting and reporting project management data.

### Lockheed Martin Aeronautics: Cybersecurity Engineering Intern

*May–August 2018*

- Created proof-of-concept blockchain demo for message provenance across internal communication buses.
- Designed a penetration testing exercise to increase security awareness of non-technical executives.

## PROJECTS

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### Do This and Nothing More (Summer 2019)

[github.com/UMDLARS/dtanm](https://github.com/UMDLARS/dtanm)

- Architected, designed, and developed a Flask web app frontend and git/Python backend for scoring user-developed and submitted applications against a known-good piece of software.
- Implemented Docker sandboxing of all user-submitted code, caching layers to improve performance, and an extensive user interface for interacting with the framework through a browser.
- Refined design by soliciting and incorporating feedback from two semesters' Computer Security classes.

### UMD CYLGame Framework (Summer 2019)

[github.com/UMDLARS/CYLGame](https://github.com/UMDLARS/CYLGame)

- Designed competitions to run on UMD's CYLGame framework.
- Added documentation and designed helper tools to ease development of further competitions.

## SKILLS

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### Programing Languages

Strong Python, C, Go; some Javascript, C++, Java, and C#

### Tools

Ansible, Terraform, Jenkins, Git, Linux systems administration

### Platforms

Amazon Web Services, Microsoft Azure, GitHub, Travis CI

*References available upon request.*