CHANDLER SWIFT

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EDUCATION

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

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.
· Provided support to dev teams, troubleshooting and fixing apps deployed in Kubernetes.

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

Do This and Nothing More (Summer 2019) 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

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

SKILLS

Programing Languages	Strong Python, C, Go; some Javascript, C++, Java, C#
Tools	Linux, Git, Ansible, Terraform, Jenkins, Zabbix, Splunk
Platforms	Azure, AWS, Kubernetes, Azure DevOps, GitHub

References available upon request.