

Sinclair Target

sinclairtarget.com | 347-844-3661 | sinclairtarget@gmail.com

Backend Developer and Data Engineer

PROFESSIONAL EXPERIENCE

- **Chartbeat** Cambridge, MA (Remote)
Senior Software Engineer / Tech Lead, Backend Team 2022 – Pres.
 - Architected a deep-learning recommendation system for news articles that succeeded in meeting strict latency requirements. Presented this system at PyData 2023 and wrote about it for the company blog.
 - Led standup meetings, assigned technical work, and mentored junior developers. Worked with engineering managers to determine sprint goals.
 - Developed a plugin for our build system (Pants build) that made it easier for other developers to write deterministic unit tests.
 - Helped retain existing clients and sell to new clients by explaining the engineering roadmap in sales calls.
- **MIT Media Lab** Cambridge, MA
Senior Research Software Engineer, Center for Constructive Communication 2020 – 2022
 - Led development of a backend service for a research prototype social network and video chat mobile app.
 - Created a data pipeline to provide a continuously updated dataset of every post and comment on Reddit, which enabled graduate student research into political polarization.
 - Wrote a tool to cluster Twitter users by interest based on up to a billion input follow relationships.
 - Contributed a performance improvement to Dask, an open-source Python framework for parallel computing.
 - Built a React application for exploring Twitter data that featured an interactive visualization built in D3.
- **City of Boston** Boston, MA
Data Engineering Summer Fellow, Data Analytics Team Summer 2019
 - Created an interactive visualization of delays on Boston-area bus routes to help the Transportation Department calibrate traffic signal timing.
 - Wrote a blog post describing the project for the City website.
- **Breaking Ground** (Affordable Housing Nonprofit) New York City, NY
Application Developer, Data Services Department 2017 – 2018
 - Designed and developed two new internal web applications that replaced outdated Access databases.
 - Advised on the selection of a consulting team to implement the organization's first cloud data warehouse.
- **Playdots Inc.** (Mobile Gaming Startup) New York City, NY
Full-stack Engineer, Game Services Team 2015 – 2017
 - Led development of the Ruby-on-Rails-based backend for the studio's first game with competitive multiplayer.
 - Re-wrote memory-inefficient backend code for *Two Dots*, a Webby-award-winning game with a million daily users.

EDUCATION

- **University of Chicago** Chicago, IL
MSc in Computational Analysis and Public Policy 2018 – 2020
- **Columbia University** New York City, NY
BA in Computer Science 2012 – 2015

TECHNICAL SKILLS

- Web app and API development using **Python (Flask + SQLAlchemy)**, **Ruby (Rails)**, **REST**, and **GraphQL**
- Frontend development and data visualization using **HTML/CSS**, **JavaScript**, **React**, and **D3.js**
- Statistical analysis and data engineering using **Pandas**, **R**, **ggplot**, **PostGIS**, **Dask**, and **Kafka**
- Cloud infrastructure and dev ops using **AWS**, **Docker**, **k8s**, **Fabric**, **Prometheus**, **git**, and **Ubuntu Linux**

For projects, including a command-line tool with 1.8k Github stars and my computer history blog, please see [my website](#).