Chet Aldrich

SOFTWARE ENGINEER

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Work Experience

Root Insurance   *Remote*

SENIOR STAFF SOFTWARE ENGINEER   *Mar 2024 - Present*

- Act as technical lead for policyholder experience and billing group.
- Developed an interview process and leveling guide for hiring individual contributors in the engineering organization.
- Influence senior leadership to make technical investments such as introducing GitHub Copilot and a self-serve forms system for our state managers.

STAFF SOFTWARE ENGINEER   *Nov 2022 - Mar 2024*

- Designed and led the developement of a system allowing the business to configure fee revenue by market in coordination with two other engineering teams, allowing Root to collect an incremental $31 million a year in revenue not subject to premium taxation or reinsurance cost.
- Led the development of a system for adjusting customer down payments with a machine learning model in a cross-functional collaboration with our data science team, generating a loss ratio impact of about 0.5%. As of 2024, this corresponds to about $4.5 million a year in net profit impact.

SENIOR SOFTWARE ENGINEER   *Oct 2021 - Nov 2022*

- Designed, built, and deployed a customer profile storage system. This service reduced read load on the monolith's primary database by about 20% and afforded new use cases, such as employing the customer profile for use in automated underwriting decisions and pricing analysis workflows.
- Moved the company's monitoring and alerting infrastructure from Grafana to Datadog, saving the company about $100,000 a year.

Amazon   *Remote*

SOFTWARE DEVELOPMENT ENGINEER   *Apr. 2020 - Aug. 2021*

- Led a project generalizing an application used for handling support issues for Amazon sellers to also be used for vendors, deprecating a redundant system and internationalizing the application to allow it to serve eight new countries, including some with RTL and logographic languages.

Postmates   *Remote*

SENIOR SOFTWARE ENGINEER   *Sep 2019 - Apr 2020*

- Built and released an inventory management system for the Postmates integration with Google Search, Maps, and the Assistant. Also was responsible for ongoing development of the integration, which grew to generate an incremental $72 million in yearly revenue.

SOFTWARE ENGINEER II   *Feb 2018 - Sep 2019*

- Expanded the search API to include local product search, product search within menus/catalogs, and search suggestions, coordinating with client engineers from three platforms (Android, iOS, Web) to consume the new API.
- Built a substantial portion of the data pipeline behind the Postmates feed. Various optimizations led to a 1.5% increase in deliveries, a 2% increase in first time jobs, and a reduction in average drop off distance across all deliveries.

SOFTWARE ENGINEER   *Sep 2017 - Feb 2018*

- Rebuilt search from the ground up, moving from a third-party solution to a solution with incremental search for restaurants and an adjustable internal ranking algorithm.

Pandora   *Oakland, CA*

SOFTWARE ENGINEER   *Aug. 2016 - Aug. 2017*

- Built a MapReduce pipeline to estimate reach and frequency for ad campaigns which decreased forecast runtime by 37 percent.

Education

Carleton College   *Northfield, MN*

B.A. COMPUTER SCIENCE   *Sep. 2012 - Jun. 2016*

- Rewarded distinction in the major for outstanding work in the senior integrative exercise.

Skills

Languages	Python, Ruby, Scala, Java, Go, Rust
Deployment Platforms	AWS, Google Cloud Platform, Kubernetes
Databases	Postgres, DynamoDB, Bigtable/HBase
Tools	Git, Vim, Docker, Terraform, LaTeX