Anand Chandran

hello@achandran.com | achandran.com | github.com/achandran

PROFILE

Seasoned engineering leader with 10+ years of hands-on development experience and a proven track record of building high-performing teams. Combines deep technical expertise in distributed systems and cloud architecture with strong business acumen to drive solutions from concept to production. Known for mentoring engineers and delivering complex, mission-critical projects that exceed stakeholder expectations.

EXPERIENCE

PRINCIPAL SOFTWARE ENGINEER @ BETTER COLLECTIVE   2024

- Developed SimLabs, enabling users to generate competitive lineups 40% more efficiently. Powered by a massively distributed system of game and slate simulations using AWS Step Functions to orchestrate thousands of Lambda functions

- Led stealth project leveraging artificial intelligence, Postgres and AWS data lakes to combine sports statistics, player and team trends with betting markets data for bet discovery in upcoming sporting events

- Provided technical mentorship and worked to create a documentation-supportive culture to promote knowledge-sharing and resist siloization

DIRECTOR OF SOFTWARE ENGINEERING, RG @ BETTER COLLECTIVE 2021-2024

- Led cross-functional data architecture restructure initiative - collaborating with different stakeholders to improve data ingestion and processing from multiple sports data providers while maintaining 99% system reliability

- Designed and implemented streamlined and blinded technical hiring process to attract and evaluate top engineering talent from all backgrounds

- Introduced Agile software development to encourage collaboration which improved team velocity 15%

- Created AWS lambda backend for combinatorial optimization, resulting in 3x faster P99 response times and a 10x reduction in EC2 instance costs

LEAD SOFTWARE ENGINEER @ ROTOGRINDERS   2019 - 2021

- Applied Combinatorial Optimization techniques to core lineup generation, resulting in 3-5x speedup for LineupHQ builds

- Created automated player ownership ownership estimation process via Python and Go microservices, leading to an 85% reduction in time to generation

SOFTWARE ENGINEER @ ROTOGRINDERS   2016 - 2019

- Developed LineupHQ, an industry-leading app for fantasy sports lineup generation via a React frontend and Node.js backend

- Developed PlateIQ, a baseball visualization tool with React and d3.js and CourtIQ, enabling fast on-off basketball matchup queries and stats visualization via MongoDB and precomputed stints

SOFTWARE ENGINEER @ PAAL TECHNOLOGIES   2012 - 2016

- Created Node.js/React tool for high-precision manufacturing traceability, quality control, audit support, including a 75% reduction to test time

SKILLS

- Python (FastAPI, Django, Flask, htmx, pytest, ruff, pyright, polars, pandas)

- Javascript (Node.js, Express, React, d3.js)

- Go (cli, backends)

- Databases - SQL (Postgres, MySQL), MongoDB, Redis

- AWS (S3, EC2, lambda, step functions)

- mixed-integer optimization, constraint programming

- git, unix/terminal tools (awk, sed, bash, jq, curl, ripgrep, neovim)

- GitHub, Atlassian

EDUCATION

SUNY STONY BROOK - BS MATHEMATICS   2011