



# Christopher Bannon

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## EXPERIENCE

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### Amazon (AWS), Software Engineer

Oct 2024 – Present

- Drove team's development, coordinating across **5** sister teams and **12+** engineers through launch of a feature enabled by **XX thousand** customers supporting the secure offline use of ML workloads
- Engineered an agentic infrastructure analyzer using Bedrock, Langchain and Strands to root cause Cloud Formation build failures and integration test failures; won **1st place** in an org wide hackathon of **100+ teams**
- Performed end-to-end load testing over **10+** APIs and chaos testing **30+** failure scenarios across **4** downstream services to ensure high availability, low latency and proper investigation/recovery mechanisms
- Optimized CI/CD infrastructure, cutting end-to-end deploy time by **35%** and improving pipeline health
- Led our team's adoption of new infrastructure visualization tools, increasing developer productivity by over **10%**
- Mentored **2** new-hires and **2** interns on service architecture and code quality, cutting onboarding time by **25%**

### Make Lab @ KAIST School of Computing, HCI Researcher

Aug 2024 – Oct 2024

- **Wrote ACM CHI 2025:** "Exploring and Creating Camera Movements with Spatial Reference in Augmented Reality"
- Deployed an AR prototyping tool for scene composition, integrating a custom Blender plug-in to streamline camera-layout iteration and validated the workflow in **9** user studies with 3D designers & animators.
- Architected a media server and ML pipeline in Go, using WebRTC and MediaPipe, to strip backgrounds from user video feed in **real-time** for VR/XR experiences; up to **40+** fps

### Hybrid Ecologies Lab @ UC Berkeley, HCI Researcher

Aug 2023 – Aug 2024

- **Authored ACM C&C 2024** "A Toolkit for Crafting Simple Sonic Interfaces in Education"
- Programmed a **distributed BLE communication protocol** for ESP32-based sensor nodes and launched a dashboard (Next.js + Firebase) to enable rapid iteration during user studies with **20+** participants

### FavorX, Software Engineer Intern

May 2023 – Aug 2023

- Designed **10+ user-centric** application screens and user flows in Figma and deployed solutions in React Native
- Led development of the QR Code 'token transfer' user experience, increasing peer-to-peer transactions by **15%**

## SKILLS

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**Languages:** Java, Python, C/C++, Go, Swift, Rust, JavaScript, TypeScript, HTML/CSS, SQL

**Tools:** React, Next.js, FastAPI, Redux, MongoDB, Firebase, NumPy, PyTorch, seaborn, pandas

## PROJECTS

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### Minelapse

Java, Kotlin, React, Rust

- Built a Minecraft plugin and custom reconciliation algorithm to filter and store **1000+** of player events/second
- Crafted a custom web-based renderer to play back stored player and world data as a timelapse. Supports **30+** FPS and allows scrubbing specific timeframes and filtering by player

### Better Connections

React, Python, FastAPI, MongoDB

- Built PWA of NYT Connections with **20+** Framer Motion animations and GPT-4o-mini powered hint API. Automated daily DB refreshes via GitHub Actions for seamless updates, keeping the game up to date

## EDUCATION

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### University of California, Berkeley, B.A. in Computer Science

- **GPA: 3.75** | Outstanding Student Instructor Award (Top 10% of TAs), Certificate of Design Innovation
- **Coursework:** UI/UX Design, Data Structures, Algorithms, Computer Architecture, OS, Data Science, AI, ML