

Chris Perkins

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EXPERIENCE

- **Remitly** Seattle, WA
Software Engineer *Summer 2021 - Present*
 - Lead development of a system which reduces the processing time for financial data from 8 hours to under 8 minutes
 - * Act as the point-of-contact and supporting engineer for 4 cross-team initiatives to utilize this service
 - * Uphold a high documentation standard resulting in zero alerts requiring additional assistance
 - Increased engineering velocity and reduced regressions by creating an automated end-to-end testing methodology
 - Reduced the number of actions needed to update the metadata of financial institutions from 18 to 3
- **Microsoft** Redmond, WA
Software Engineer - SharePoint Distributed Systems *Summer 2019 - Summer 2021*
 - Created a system that reliably replaces 2% of the distributed SharePoint VM network each day with no incidents
 - Improved the speed of replacement jobs by 100-500% through reliability and optimization fixes
 - Reduced security incidents by creating a system which finds and repairs 300+ off-network VMs per month
 - Created a Microsoft Discord server with over 700 members to help onboard early-in-career engineers
- **Amazon** Seattle, WA
Software Development Engineer Intern - AWS S3 *Summer 2018*
 - Designed and developed a system to automate the process of evaluating object access ratios to determine an appropriate S3 storage class for optimizing customer savings
 - * The system found a threshold where savings totaled over \$100,000,000 for 10,000 customers over 100 days
 - * Created unit tests for the system with 98% line coverage and 95% branch coverage
- **Siemens** Orlando, FL
Innovation Engineer, Intern *Spring 2017 - Spring 2018, Fall 2018 - Spring 2019*
 - Developer and maintainer of 18 hybrid and native mobile applications
 - Created native Android/iOS IoT-sensor tracking apps so technicians can monitor machine health offsite
 - Created a VR engine-assembly training demo using Unity which was presented at Siemens outreach events
 - Created an iOS AR application for the marketing of a Siemens branded engine

PROJECTS

- **Mr. Love Potion:** Lead programmer of a VR adventure game in independent development. Created static and dynamic pose recognition systems for more fluid conversational dialogue in the VR medium. Created a stereoscopic mirror and non-euclidean space renderer. Created a node-based, branching event creation tool for rapid development of state-based interactions. Made in Unity.
- **Ocean Cleanup Plastic Identification:** 2nd place in the Microsoft Global Hackathon for sustainability. Collaborated with The Ocean Cleanup, a non-profit organization, to enable new methods of plastic identification in rivers and oceans and enhanced their data visualization software.
- **NERD:** 1st place in the global Siemens hackathon. An ML-based project which can predict likely employee turnover, and suggests preventative measures to retain at-risk employees.

EDUCATION

- **University of South Florida** Tampa, FL
Master of Business Administration *Fall 2019 - Fall 2022*
- **University of Central Florida** Orlando, FL
Bachelor of Computer Science *Fall 2015 - Spring 2019*

SKILLS

- **Languages:** C#, Java, Kotlin, Golang, Python, Swift, Objective-C, TypeScript, Javascript, C++, HTML, CSS
- **Technologies:** Git, Unity, MySql, NoSql, React, Android Studio, XCode, CocoaPods, SteamVR, Photoshop, Illustrator