Chris Perkins

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EXPERIENCE

- **Remitly** — Seattle, WA
  Software Engineer — *Summer 2021 - Present*
  - Lead development of a system that reduces the time-to-process for financial events from 8 hours to under 8 minutes
    * Act as the point-of-contact for 4 cross-team initiatives to utilize this service
    * The system processed 4 years of financial data, equating to 700,000 transactions, in 1 month
  - Reduced the number of actions to update the metadata of financial institutions from 18 to 3
  - Conducted over 25 interviews for Software Engineering positions

- **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
  Mobile Engineer, Intern — *Spring 2017 - Spring 2018, Fall 2018 - Spring 2019*
  - Created a VR engine-assembly training demo presented at Siemens outreach events
  - Created an iOS AR application for the marketing of a Siemens branded engine
  - Created an employee retention tool which won the Siemens global hackathon

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 event-based interactions.

- **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.

- **Lifting Buddy**: A formerly published workout-tracking app for iOS with over 10,000 unique downloads. Lifting Buddy allows users to completely customize their routines and track their weightlifting progress using "progression trackers".

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#, Python, Golang, Kotlin, Swift, Objective-C, TypeScript, Javascript, Java, C++, HTML, CSS

- **Technologies**: Git, Unity, MySql, NoSql, React, Android Studio, XCode, CocoaPods, SteamVR, Photoshop, Illustrator