Chris Perkins

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Experience

- **Remitly** — Seattle, WA (Remote)
  Software Engineer (Full-Stack) - Data Platform — *Summer 2021 - Present*
  - Built a high-performance data enrichment service that processes over 10,000,000 events per day, reducing downstream data lead time from 2 hours to under 30 seconds while maintaining 99.999% SLA compliance
    - Act as the point-of-contact and supporting engineer of 5 cross-team initiatives for service adoption
  - Led a team of 4 engineers to improve treasury cash holdings accuracy by $51M through automation of matching user-level transaction events to batch-level bank deposits to identify the time when user transactions settle
  - Steered full-stack technical direction across 3 teams to create a React tool for analysts to correct 20,000 financial events per month, reducing reconciliation effort by 50% through centralization of duplicate work streams
  - Mentoring an intern on full-stack creation of a service to improve data update SLA time from 5 days to self-service
- **Microsoft** — Redmond, WA
  Software Engineer (Backend) - Distributed Systems — *Summer 2019 - Summer 2021*
  - Created a service that replaces 2,000 unhealthy virtual machines per day to improve service availability
  - Led a team of 3 engineers to increase unhealthy virtual machine detection speed by 82% using distributed jobs
  - Increased the speed of virtual machine repair jobs by 5x, improving repair downtime from 30 minutes to 6 minutes
  - Automated a process to find and repair 300+ off-network machines per month, increasing service-wide security
  - Founded a Microsoft community with over 700 early-in-career engineers, providing a safe space to form community
- **Amazon** — Seattle, WA
  Software Development Engineer, Intern - AWS S3 — *Summer 2018*
  - Designed and developed a service that analyzes user access thresholds to determine the optimal S3 storage class based for stored objects to maximize customer savings
    - The system found a threshold where savings totaled $100M for 10,000 customers over 100 days
- **Siemens** — Orlando, FL
  Software Engineer Intern — *Spring 2017 - Spring 2018, Fall 2018 - Spring 2019*
  - Led creation of native Android/iOS IoT-sensor tracking apps so technicians can monitor machine health offsite
  - Built a VR engine-assembly experience using Unity which was presented at 5 Siemens outreach events

Projects

- **The 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 litter detection by building new plastic identification deep-learning models. Built using YOLO (You Only Look Once) and PyTorch.
- **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. Made in Unity.
- **NERD**: 1st place in the global Siemens hackathon. An AI-based project which can predict likely employee turnover, and suggests preventative measures to retain employees that are at risk of attrition. Built using Google Cloud Platform.

Education

- **University of South Florida** — Tampa, FL
  Master of Business Administration, GPA 3.9 — *Fall 2019 – Fall 2022*
- **University of Central Florida** — Orlando, FL
  Bachelor of Computer Science, GPA 3.8 — *Fall 2015 – Spring 2019*

Skills

- **Languages**: Golang, Python, TypeScript, C++, C#, Java, Kotlin, Objective-C, Javascript, HTML, CSS
- **Technologies**: AWS, DynamoDB, S3, React, Azure, GCP, Redis, Kafka, gRPC, SQL, NoSql, Retool, Git, Unity