

Chris Perkins

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EXPERIENCE

- **Remitly** Seattle, WA (Remote)
Software Engineer (Full-Stack) - Data Platform *Summer 2021 - Present*
 - Created 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 having 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 18% through the automation of matching user-level transaction events to batch-level bank deposits to identify the time when user transactions settle
 - Led technical direction across 3 teams to create a tool for analysts to correct 20,000+ datapoints per month
- **Microsoft** Redmond, WA
Software Engineer (Backend) - Distributed Systems *Summer 2019 - Summer 2021*
 - Led a team of 3 engineers to increase unhealthy virtual detection speed by 82% using distributed jobs
 - Created a service that replaces 2,000 unhealthy virtual machines per day to improve service availability
 - Improved 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*
 - Created a system to evaluate object access patterns to determine an appropriate S3 storage class to optimize customer savings
 - * The system found a threshold where savings totaled \$100M for 10,000 customers over 100 days
 - * Implemented testing for the system with 98% line coverage and 95% branch coverage
- **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
 - Created a VR engine-assembly experience using Unity which was presented at Siemens outreach events
 - Created an iOS AR application for the marketing of a Siemens branded engine

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. Created a node-based, branching event creation tool for rapid development of state-based interactions. 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 *Fall 2019 - Fall 2022*
- **University of Central Florida** Orlando, FL
Bachelor of Computer Science *Fall 2015 - Spring 2019*

SKILLS

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