Chris Perkins

(352)459-9716 | chris@chrisperkins.me | linkedin.com/in/chrispperkins | chrisperkins.me

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
  - Reduced the number of actions needed to update the metadata of financial institutions from 18 to 3
  - Implemented automated end-to-end testing for a full-stack service, preventing impossible-to-detect regressions

- **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