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# CHRIS P. PERKINS

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## EMPLOYMENT

**Siemens**, *Software Engineer, Intern* Spring 2017 – Spring 2018, Fall 2018 - Present

- Developed and maintained 18 mobile applications.
- Front-end developer of an iOS issue-reporting application for technicians.
- Redesigned and reworked the interface for an iOS emergency phone calling application.
- Implemented and presented an SSL Pinning proof-of-concept.
- Created a virtual reality engine assembly training demo using an HTC Vive and LEAP Motion.
- Created a mixed reality turbine blade damage-inspection demo using an HTC Vive and LEAP Motion.
- Created a native iOS augmented reality application for marketing using ARKit.
- Created an Android application to stream 360° YouTube videos in virtual reality environments.
- Created an internal iOS barcode and QR scanner with external Bluetooth scanner support.

**Amazon**, *Software Development Engineer Intern, S3* Summer 2018

- Created a unit-tested system to automate the process of evaluating access ratio thresholds where objects should be moved between different S3 storage classes to optimize customer savings.
  - The system found a threshold where cost savings totaled over $100,000,000 for 10,000 customers over 100 days with no customers losing money.
- Created a peer-reviewed design specification which documents the components and libraries of the system.

**Lockheed Martin**, *College Student Technician* Summer 2016

- Worked on the JASSM Cruise Missile.
- Located and/or fixed over 20 vulnerabilities in my assignment.
- Updated automatic unit testing scripts and reference documents with every change made.
- Held interim security clearance.

## EDUCATION

**University of Central Florida**, *Orlando, FL* **Fall 2015 – Present**

- B.S. in Computer Science, May 2019. Overall GPA 3.74
- Burnett Honors College student; Accelerated B.S. to M.S. Student; EXCEL Student
- Undergraduate Coursework: Programming Languages, Processes of Object-Oriented Programming, Computer Architecture, Computer Science II, Discrete Structures II, Calculus III, Physics III

## TECHNICAL EXPERIENCE

### Projects

- **Lifting Buddy:** A published iOS application under ongoing development with over 1000 unique downloads. This application allows the user to customize exercises and track progress using “progression trackers”.
- **NumericalTextEntry**: A library for purely numerical text entry fields for iOS published under CocoaPods. NumericalTextEntry was written using component-oriented design principles.
- **Gun Ho:** A published iOS augmented reality tower-defense game for both iPads and iPhones.
- **eyeBot:** An iOS image-recognition application that allows the user to identify an object. Label training is updated in real-time with every scan allowing for grassroots label training.

### Other Accomplishments

- **Congressional App Challenge Mentor:** Mentored students in iOS development using Objective-C and Swift.
- **FIRST Robotics Mentor:** Mentored high school students on an object-detection implementation.
- **Codeforces Solutions:** Completed 500 programs (top 1% of all users) to learn Python.
- **Machine Learning Course:** Completed Andrew Ng’s Machine Learning course hosted on Coursera.

### Languages and Technologies

- Objective-C; Swift; Python; Java; Kotlin; C#; C; JavaScript; HTML; CSS; Haskell; R
- Git; Unity; XCode; Android Studio; IntelliJ; CocoaPods; Visual Studio; AccuRev