

# Chris Perkins

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## EXPERIENCE

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- **Microsoft** Redmond, WA  
*Software Engineer - SharePoint Distributed Systems* *Summer 2019 - Present*
  - Created a system that reliably replaces 2% of the distributed SharePoint VM network each day with no incidents
  - Increased VM replacement speed by 100% through reliability and speed increases in core redeployment jobs
  - Reduced security incidents by creating a system which finds and repairs 300+ off-network VMs per month
- **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
    - \* Created a peer-reviewed design specification outlining the system's architecture
- **Siemens** Orlando, FL  
*Mobile Engineer, Intern* *Spring 2017 - Spring 2018, Fall 2018 - Spring 2019*
  - Created native Android/iOS IoT-sensor tracking apps so technicians can monitor machine health offsite
  - Created an iOS AR application for the marketing of a Siemens branded engine using ARKit
  - Created a VR engine-assembly training demo presented at Siemens outreach events
  - Enhanced security for a production-serving iOS app by implementing SSL-pinning
  - Created an employee retention tool which won the Siemens global hackathon
- **Lockheed Martin** Orlando, FL  
*College Student Technician* *Summer 2016*
  - Found and/or fixed 20 vulnerabilities in the JASSM cruise missile path-planning software
  - Held an interim security clearance

## PROJECTS

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- **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.
- **Pocket Change:** 2nd place of out 76 teams in KnightHacks 2019. Pocket Change is an app-based service that shows bills on the house floor and provides summaries, keywords, and classifications of bills using natural language processing.
- **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

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- **University of South Florida** Tampa, FL  
*Master of Business Administration; Expected May 2022.* *Fall 2019 - Spring 2022*
- **University of Central Florida** Orlando, FL  
*Bachelor of Computer Science; Cum Laude. Graduated with honors.* *Fall 2015 - Spring 2019*

## SKILLS

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- **Languages:** C#, Python, Swift, Objective-C, TypeScript, Javascript, Java, PowerShell, Golang, C++, HTML, CSS
- **Technologies:** Git, React, Android Studio, XCode, CocoaPods, Unity, SteamVR, Photoshop, Illustrator