

# Chris Perkins

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## EXPERIENCE

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- **Remitly** Seattle, WA (Remote)  
*Software Engineer (Full-Stack) - Data Platform* *Summer 2021 - Present*
  - Led a team of 4 engineers to increase company cash holdings accuracy by 18% through transaction analysis
  - Created a service that processes over 10,000,000 events per day, reducing data lead time from 2 hours to 1 minute
    - \* Act as the point-of-contact and supporting engineer of 5 cross-team initiatives for service adoption
  - Collaborated with non-technical teams to enhance workflows for viewing and updating financial metadata
  - 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 machine detection speed 82% using distributed service 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 5 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

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- **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.

## EDUCATION

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- **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

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