Chris Arcand

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LINKS

Github:// chrisarcand LinkedIn:// chrisarcand Twitter:// @chrisarcand

FDUCATION

UNIVERSITY OF MINNESOTA

BACHELOR OF SCIENCE COMPUTER SCIENCE

December 2013 | Minneapolis, MN Software and Data Systems Development College of Science and Engineering

BACHELOR OF MUSIC MUSIC PERFORMANCE

May 2011 | Minneapolis, MN Clarinet performance School of Music | College of Liberal Arts

COURSEWORK

Structure of Computer Programming I Structure of Computer Programming II Discrete Structures in Computer Science Machine Architecture and Organization Elementary Computational Linear Algebra Program Design and Development Algorithms and Data Structures Intro to Operating Systems Formal Languages and Automata Theory **Internet Programming** Intro to Computer Networks Practice of Database Systems **Network Programming** Intro to Data Warehousing Software Engineering I Programming Languages

SKILLS

PROGRAMMING

Go • Ruby • Python • JavaScript {Node.js} Also versed in: Elixir • Java • PHP • C • C++

OTHER

GraphQL • REST • Git Unix-based systems (Linux & Darwin) Amazon Web Services Agile Development Methodologies Full-stack responsibility

WORK EXPERIENCE

HASHICORP

ENGINEERING LEAD / SENIOR ENGINEER II

April 2020 - Present | Minneapolis, MN

- Led multiple teams in the Terraform organization, including advocating for a
 new team dedicated to the Terraform practitioner experience, working across
 the product from the popular open source tool itself to its commercial platform.
 The team has become one of the most vital teams to the product and grown
 from 1 to 11 people.
- One of three authors and patent inventors of Terraform Cloud Agents, the most complex and flagship feature of the Business tier of the platform.
- An early employee joining at 250 people, helped oversee the massive growth of the engineering organization as the company scaled to 2,600+ and became a publicly traded company in December 2021. Conducted IC, management, and product interviews across the engineering organization.

SENIOR ENGINEER

August 2018 - April 2020 | Minneapolis, MN

- Responsible for all backend services related to Terraform Cloud/Enterprise: writing features, maintenance, operations, reliability, availability, and security of a core Rails application and Go microservices.
- Maintained and wrote features for HashiCorp Sentinel a policy as code language embedded in all HashiCorp products.
- Led a rewrite of the entire complex authorization layer of Terraform Cloud, unlocking the ability for the engineering organization to build more complex and performant features around permissions in the future with nearly no regressions on a live multi-tenant SaaS platform and several vulnerabilities exposed and fixed in the process.

SOFTWARE FOR GOOD SENIOR SOFTWARE ENGINEER

March 2018 - August 2018 | Minneapolis, MN

- Developed web and mobile applications for organizations working toward positive environmental and social change.
- Mentored Software for Good's junior developers and participants in the SfG Intern Cohort program.

RED HAT PLATFORM ENGINEER; TEAM LEAD

December 2015 - March 2018 | Washington, DC & Minneapolis, MN

- Committer on ManagelQ, the open source cloud management platform that powers Red Hat CloudForms. (https://github.com/manageiq)
- Member of the platform team, which owned many of the core components of the CloudForms Management Engine: work queues, role and worker management, reporting, replication, chargeback, access control, authentication, web APIs and configuration of the CFME appliance, including the Ruby, Rails, and gem environments as well as PostgreSQL and Apache.
- Proposed, prototyped, and executed development of a new GraphQL API for CloudForms 5.0, serving as technical lead of the project team.
- Supported ManagelQ's chargeback system, which allows users to calculate monetary virtual machine charges based on tags. Maintained a custom ActiveRecord adapter to allow Rails 5+ to work with oVirt databases using PostgreSQL 8 (unsupported upstream).

WORK EXPERIENCE (CONTINUED)

SPORT NGIN (NOW NBC SPORTSENGINE) SOFTWARE ENGINEER

August 2013 - November 2015 | Minneapolis, MN & Washington, DC

- Developed a SaaS platform for amateur and professional sports organizations with applications built in Ruby (Ruby on Rails) and JavaScript (Node.js)
- Extensive experience with agile, full-stack development: building RESTful APIs, architecting internal DevOps tools, and engineering large-scale web applications to thousands of clients.
- Maintained the platform's authentication service utilizing OAuth and syncing of users' platform personas across microservices using message queues.
- Co-authored Opsicle, a tool bringing Amazon OpsWorks functionality to the command line for deployment, monitoring and configuring of applications.

NODUS INCORPORATED WEB DEV & SYSTEMS ADMINISTRATOR September 2007 – August 2013 | Minneapolis, MN

OTHER

- Considerable experience with working on a distributed team, having successfully worked as a self-motivating remotee since 2014.
- Experienced conference speaker, having spoken on technical and 'soft' topics at both national and international events (e.g. RubyConf, Open Source North, RailsConf, RubyKaigi...)
- Co-organizer of RubyMN, the Twin Cities' foremost group of Ruby enthusiasts from around the metro area.

For more information, please visit https://chrisarcand.com