

Chris Arcand

<https://chrisarcand.com>

(Contact info omitted from web version)
Minneapolis, MN

LINKS

Github:// [chrisarcand](#)
LinkedIn:// [chrisarcand](#)
Twitter:// [@chrisarcand](#)

EDUCATION

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

Ruby • Python • JavaScript {Node.js}

Also versed in:

Go • Java • PHP • C • C++

OTHER

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

WORK EXPERIENCE

SOFTWARE FOR GOOD SENIOR SOFTWARE ENGINEER

March 2018 – Present | Minneapolis, MN

- Develops web and mobile applications for organizations working toward positive environmental and social change.
- Mentors Software for Good's junior developers and participants in the SfG Intern Cohort program.
- Advocates SfG and its mission of making the world a better place via public speaking and online publication.

RED HAT PLATFORM ENGINEER

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

- Committer on ManageIQ, the open source cloud management platform that powers Red Hat CloudForms. (<https://github.com/manageiq>)
- Proposed, prototyped, and executed development of a new GraphQL API for CloudForms 5.0, serving as technical lead of the project team.
- 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, access control, authentication, web APIs and configuration of the CFME appliance including the Ruby, Rails, and gem environments as well as PostgreSQL and Apache.

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 a Ruby gem using the AWS SDK to bring Amazon OpsWorks functionality to the command line for deployment, monitoring and configuring of applications. (<https://github.com/sportnginx/opsicle>)

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 remoteee since 2014.
- Experienced conference speaker, having spoken on technical and 'soft' topics at both national and international events (e.g. RubyConf, RailsConf, RubyKaigi...)
- Core committer on Octobox, a popular open source Rails application that manages your GitHub notifications using the GitHub V3 REST API.
- Co-organizer of RubyMN, the Twin Cities' foremost group of Ruby enthusiasts from around the metro area.