

Chris Arcand

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(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

RED HAT | LEAD PLATFORM ENGINEER

December 2015 – Present | Minneapolis, MN

- Committer on ManageIQ, the open source cloud management platform that powers Red Hat CloudForms. (<https://github.com/manageiq>)
- Lead developer on the ManageIQ/CloudForms GraphQL API.
- Member of the platform team, which focuses on the many of the core components of the CloudForms Management Engine such work queues, role and worker management, reporting, replication, access control, authentication, and web APIs. The platform team is also responsible for the configuration of the CFME appliance including the Ruby, Rails, and gem environments as well as PostgreSQL and Apache.

SPORT NGIN | SOFTWARE ENGINEER

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

- 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 with Ruby, and engineering large-scale web applications to thousands of clients.
- Embraced a co-leading role developing a substantial Rails application for a major national governing body and integrating it with the rest of the platform.
- 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/sportngin/opsicle>)

NODUS INCORPORATED | WEB DEV & SYSTEMS ADMINISTRATOR

September 2007 – August 2013 | Minneapolis, MN

- Helped develop and program an online maintenance application using Zend Framework (PHP) and MySQL for a major child care corporation. The application logs in users of different roles to add and process maintenance tickets from their nationwide chain of centers.
- Implemented a large content management system using Drupal 7 (PHP) and MySQL for a Minnesota environmental conservation council based in St. Paul. As well as present basic information about the council, it maintains a database of newsletters, calendar events, and conservation sponsors/donators.

OTHER

- Experienced conference speaker, having spoken on technical and 'soft' topics at both national and international events (e.g. RubyConf, RailsConf, RubyKaigi...)
- Considerable experience with working on a distributed team, having successfully worked as a self-motivating remoteee since 2014.
- Core committer on Octobox, a popular open source Rails application that manages your GitHub notifications using the GitHub V3 REST API.