Chris Flanagan

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🔗 chrisflanagan.me

Work Experience

UKG

- Designing and building maintainable automated workflow solutions in an asychronous, event driven, microservices infrastructre.
- Creator of open sourced library Camunda Message Streaming, built to enable Kafka message corelation using BPMN standard for any Camunda ecosystem
- Leading multiple successful cross-team collaborative projects from proof of concept stage to production.
- Developed and helped architect majority of code and services from initial conception of team to present day.
- Collaborating with other engineers, QA and Product within a regular bi-weekly release cadence.
- Effectively leading daily standups, team retrospectives, and pioneering agile methodologies.
- Supporting cross-team integrations for releasing customizable product offerings to customers.
- Mentoring other engineers and advocating for quality, clean code.

🔗 ukg.com
📍 Remote / Toronto, Ontario
📅 Apr 2017 - Present (5 years)
{ } Java, AngularJS
⚙ Spring, Kafka, Camunda, MongoDB, MySQL, Docker, RabbitMQ, Salesforce

Lumosity

- Revamped and released a rework of one of the historically most popular Lumosity games.
- Prototyped various new games for the Lumosity brand.
  - One was rated to be the next best candidate to become a Lumosity game during a company game jam

🔗 lumosity.com
📍 San Francisco, California
📅 Jan - Aug. 2015 (8 months)
{ } C++, Python, Actionscript
⚙ Git, Coco2D, XCode, Flash

Personal Projects

chrisflanagan.me

- Created a Node.js webapp to host professional content.
- Hosted via alias from a Heroku web server.
- Built from a simple Hello World app after learning the basics of Node.js and Rails.

🔗 chrisflanagan.me
📅 Dec. 2016
{ } Javascript, Html
⚙ Node.js

School

Bachelors of Computer Science - University of Waterloo