Christopher Perkins

Software Engineer

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TECHNICAL EXPERIENCE

Creator, Software Engineer, *Reverb* 🔗   Jan 2024 – present

- Created Reverb, an open-source event-driven asynchronous workflow engine that allows users to script complex, multi-step background sequences, handling 100+ events per second
- Architected a microservice architecture hosted on AWS for ingesting events, mapping events to workflows, and executing workflows step-by-step
- Implemented a wrapper around CDK core methods, reduced an 152 step AWS deployment to 1 command
- Transformed development workflow with Docker, improving local testing reliability and deployment consistency to AWS, resulting in developers having a unified environment for testing
- Designed a TypeScript SDK allowing developers to script custom multi-step functions, tying functions to events and cron, while abstracting away the server accepting RPC allowing for improved developer experience
- Created a standardized starter repository for custom user code, streamlining development processes, and published a NPM package for effortless replication with 1 command
- Engineered Github Action to automate deployment of custom user code, integrating lambda invocation for seamless execution; transformed a cumbersome 4-step manual process into an automatic workflow triggered by Github pushes
- Unified interaction with REST APIs and deployment through development of an OCLIF based CLI tool, packaging 100% of Reverb's necessary commands in a central location

Software Engineer, *Open Source Projects*   Jan 2019 – Jan 2024

- Developed Inflamed Breath, a puzzle platforming game, ranking 4th out of 128 entries in Mini Jam 160
- Designed HTRB, a Ruby Gem that provides a DSL for composing custom HTML components in a virtual DOM tree much like JSX
- Fabricated 2 Arduino shields and provided software for a plug and play solution to interfacing Arcade1Up hardware with PC without any permanent modifications
- Authored both written and video tutorials on subjects such as modification of Arcade1Ups and programming with C# and MonoGame

Deskside Technician, *Stefanini*   Dec 2021 – Jan 2024

- Conducted front-line technical support on-site at Nike's logistics operations, ensuring smooth productivity through sub-15 minute response times
- Engineered software to detect duplicate print jobs on a Zebra ZT610 reducing time spent on task by over 90% earning publicized praise of Technical Infrastructure Shift Lead; streamlined problem ticket diagnosis

SKILLS

Backend — *Node.js, Ruby, Golang, C#, .NET, PostgreSQL, MongoDB, Restful APIs, Express, Sinatra, Jest, Minitest* │

Frontend — *JavaScript, TypeScript, React, CSS, HTML* │ **Other** — *Git/Github, Docker, Nginx, AWS (EC2, ECS/Fargate, Lambda, CloudFormation, CDK, S3, IAM, RDS), DigitalOcean Droplets, Postman*

CERTIFICATES

CompTIA Network+ │ CompTIA Security+

EDUCATION

Launch School   Dec 2022 – Dec 2023

Multi-year, mastery-based software engineering curriculum. Read more at launchschool.com/employers 🔗