# Chris Bilger, M.C.S.

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#### LinkedIn | Portfolio | GitHub

## **Experience**

#### Senior Software Engineer - Talkiatry, LLC

April 2023 - Present

- Technical Lead on the product development team
- Led feature and story development with a focus on optimizing user acquisition and retention, resulting in a 12.4% decrease in customer acquisition costs (CAC)
- Built a reliable, maintainable codebase with adequate test coverage and monitoring
- Communicated benefits and tradeoffs to engineers and non-technical stakeholders
- Mentored teammates to improve their productivity and code quality, resulting in a 15% increase in feature delivery speed and a reduction in bug rates by  $\sim 10\%$
- Collaborated with cross-functional stakeholders to deliver measurable outcomes

### **Software Engineer -** Lockheed Martin Corporation

May 2020 - April 2023

- Designed, developed, tested, and deployed full-stack applications for various enterprise customers
- Delivered high-quality, innovative products to meet customer requirements
- Created complex, distributed simulation systems using advanced software processes
- Designed and built frontend UI for multiple simulation systems, ensuring a solid user experience
- Introduced new design methodologies and worked effectively in teams for efficient software development

### **Areas of Expertise**

Agile, Scrum, and Kanban Development Methodologies	Strong Communication, Research, and Teaching Skillset	Docker, Helm, Kubernetes, AWS
TypeScript, JavaScript, Node, Python, Deno	Android and iOS Application Development	Jira, Bitbucket, Confluence, Jenkins
GitHub, GitLab, CircleCI, Terraform, OpenSearch	AI Development Tooling	Sentry, Datadog, Freshpaint, Launch Darkly, Kameleoon

#### Education

## Master of Computer Science (Cybersecurity Concentration)

August 2022

Arizona State University: School of Computing and Augmented Intelligence

## **Bachelor of Science: Computer Science**

May 2020

Temple University: College of Science and Technology

#### Interests

- Learning chess
- Card and board games
- Home automation / IoT
- Emerging technologies