

Christopher Holder

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EDUCATIONAL BACKGROUND

Bachelor of Science in Computer Science – Fall 2015-Dec 2019 ♦ Florida State University ♦ GPA: 3.64

Undergraduate coursework: Software engineering, OS and concurrent programming, algorithm design and analysis, and mobile programming. Successfully completed graduate-level course in cryptography.

Academic Activities Represented FSU @ ACM ICPC Southeast Regionals, Programming Club @ FSU.

EXPERIENCE HIGHLIGHTS

Covalent Reality Tallahassee, FL

Software Engineering Intern Spring 2020.

Technologies: C++, Docker, Unreal Engine 4

- Working towards building client-server infrastructure for a VR project.
- Containerized environments with Docker to allow for seamless integration and remote access to development workflows.
- Additionally, will be migrating multiple VR projects towards distributed version control.

Facebook Seattle, WA

Software Engineer Intern - Infrastructure Summer 2019.

Technologies: C++, Android

- Implemented algorithm optimizations to software video encoders in C++.
- Created an Android application to benchmark hardware video codecs on mobile devices.
- Contributed to the Facebook Messenger team to develop high-performance video compression technology and tools. Implemented significant improvements to video compression algorithms.
- Gained valuable hands-on experience utilizing a large codebase (openh264).

Ubica Panama City, Panama

Developer Intern, Summer 2016.

Technologies: C++, Python

- Contributed to a dev team at an early stage company to develop web-based solutions.
- Worked with API to label location data into a SQL database.
- Used C++ and python scripts to accelerate the labeling process.

KEY PROJECTS

FSU Coin, Fall 2019

Outcome: React Native Blockchain Wallet App

- Built core service to simulate cryptocurrency using Ethereum tokenization library.
- Created REST API using Python and Flask to provide access to main wallet features.
- Employed Google Cloud Compute VMs to run server instances of Ethereum nodes.

Blockchain Python Library, Fall 2018

Outcome: Python wrapper library for Web3 (www.projectnim.org)

- Included support for Ethereum client creation and state channel implementations.
- Added support for smart contract serialization and storage with SQLite3.
- Wrote cryptographic primitives to deploy smart contracts and send Ethereum transactions.

Asset management system, Summer 2018

Outcome: Inventory management software written in Python

- Used SQLite3 to manage and perform operations on SQL tables representing sales, clients and stock.
- Wrote methods to allow queries, sales, purchases and general pricing methods.

CORE SKILLS

Languages: C++, Python, Java, Go, Javascript

Frameworks/Libraries: Boost, Android Studio, Flask, NodeJS, JUnit, Web3

Databases: MongoDB, MariaDB, MySQL, SQLite3, Firestore, Cloud Storage

Tools: Docker, Git, Mercurial