Cristian Camargo

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EXPERIENCE

Software Engineer — Seismic, San Diego, CA

September 2018 - PRESENT

- Worked with the Data and Analytics Team to develop streaming and batch processing data systems in .Net that wrote data to MSSQL and Snowflake Data Warehouse to make data available for machine learning and analytics.
- Productionized data scientists' work by: refactoring Python code into deployable packages; integrating existing Kubernetes hosted docker containers into fully automated CI/CD Jenkins pipelines; and establishing security, logging, and alerting best practices in the AI/ML teams microservices.
- Created Seismic's internal A/B testing experiment framework using .Net REST APIs and PostgreSQL, and was responsible for Seismic's first production homepage A/B testing.
- Worked on the CRM Services team to refactor Seismic's legacy, monolith, Predictive Content Application into a microservice which was 10x faster than the original.

Software Engineer Intern — Seismic, San Diego, CA

June 2018 - September 2018

- Built a full stack web application in React and Node.js that acted as an internal DevOps dashboard. The dashboard provided insights, such as lead time for customer bugs and a high level overview of Jenkins pipeline health.
- Assisted the QA team in building out a new testing automation framework written in Robot that was fully integrated into our CICD Jenkins pipelines.

QA Engineer Intern — BrightSign, Los Gatos, CA

June 2017 - September 2017

- Designed and created a windows program in C++ to send and receive commands to an HDMI protocol analyzer to automate video testing.
- Oversaw and documented HDCP compliance testing for BrightSign players.

EDUCATION

University of California, San Diego — *B.S. in Mathematics and Computer Science*

September 2014 - June 2018

Skills & Tools

- Languages and Frameworks: C#, .NET, Python, SQL, Javascript, Node.JS, React, Java, Robot Framework
- Tools: Kubernetes, Docker, Cloud Services, AWS, GCP, Azure, Ansible, Terraform, New Relic
- Concepts: CI/CD, micro service architecture, distributed systems, performance and security in complex systems, large scale cloud services, REST APIs, database design, data intensive application design

PROJECTS

Personal Website — *Web Application* — GitHub

- Built a web application in React to showcase personal goals and projects, which additionally keeps track of user clicks, page clicks, and resume downloads.
- Created a Google Cloud Function, using Node.Js, to receive user events and write them to Google Firestore for analytics.

Smart Park Disneyland — *Android Application* — *GitHub*

- Individually developed an Android app, using Java, that streamlines wait times and park info for Disneyland.
- Used Firebase and Google Directions API to design a Smart Plan feature. The Smart Plan feature allows a user to select their favorite rides and then generates an optimized plan using fast pass, ride wait time, average wait time, and location data.

VRcane — *Google Daydream Application* —Project Demo

- Developed a multiplayer, virtual reality first-person game for the Google Daydream Headset, as part of a team.
- Designed functions and optimized algorithms so that VRcane ran properly and efficiently, as algorithm specialist.

Treacherous Adventure — *Website*

- Built and launched the official Treacherous Adventure website.
- Used HTML, CSS, Javascript, and Bootstrap front-end framework.