

# Cristian Lara

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## EDUCATION

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**Stanford University**  
*B.S. in Computer Science*

Stanford, CA / US  
2014 – 2018

## PROFESSIONAL EXPERIENCE

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### Angaza

*Senior Software Engineer*  
*Software Engineer*  
*Software Engineer Intern*

San Francisco, CA/ US  
*Jan 2022 – July 2023*  
*July 2018 – Jan 2022*  
*June 2017 – Sep 2017*

Full stack engineer with deep backend and frontend expertise. Contributed to and owned major projects involving building performant architecture using AWS with Terraform, scalable databases in Postgres, robust APIs in Python, web applications in ReactJS, and more. Passionate about software design and mentorship.

#### Application Redesign

- Led a major 9-month project to overhaul the design of our entire frontend web application, resulting in a new component design system for more efficient frontend development and modern UX for improved customer sentiment.
- Onboarded and managed a team of engineering contractors to rapidly implement technical deliverables.
- Collaborated with product and design teams as lead technical advisor to manage scope and determine project roadmap.
- Designed, proposed, and built new backend infrastructure to configure, deploy, and host early access beta.
- Owned project delivery and built tooling to enable an iterative and configurable release.
- Triaged QA defects and managed engineering team to efficiently resolve issues.

#### Bulk SMS Campaigns

- Designed and implemented scalable infrastructure to support a platform for large SMS Campaigns.
- Built on Celery + RabbitMQ for a publish/subscriber event model.
- Infrastructure handles over 100 million SMS per year.
- Built frontend tools to create, configure, and monitor campaign progress.

#### Storybook + Chromatic

- Identified inefficiency in our product development process causing friction between Product and Engineering teams.
- Designed, proposed and built a frontend component library to document and test the entirety of our React components.
- Resulted in more efficient development and quicker detection of unintended visual changes to our frontend application.
- Increased efficiency by allowing the Product team to visually review frontend changes with zero setup.

### Cyanogen

*Software Engineer Intern*

Palo Alto, CA/ US  
*June 2016 – Sep 2016*

- Identified issue where designers without technical skills were unable to build themes for the Cyanogen ecosystem.
- Designed, proposed, and built Java tool allowing designers to easily import assets, create themes, and generate APKs.

## Projects

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### Stanford Pokemon

[github.com/CristianLara/stanford-pokemon](https://github.com/CristianLara/stanford-pokemon)

*May 2018 – Present*

- Stanford-themed Pokemon game implemented entirely from scratch using React.
- Features include: keyboard control, event-driven sound, real-time day/night system, and dynamically sized maps.

### Personal Website

[github.com/CristianLara/cristianlara.github.io](https://github.com/CristianLara/cristianlara.github.io)

*Nov 2015 – Present*

- Interactive terminal to learn more about me built entirely from scratch using plain Javascript and no libraries.

## ADDITIONAL

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**LANGUAGES:** English (native), Spanish (native), Turkish (proficient), Mandarin (basic)

**TECHNICAL SKILLS:** Python, Javascript, Java, C++; ReactJS, Redux, Webpack, Flask, Nginx, Postgres, AWS, Terraform