

# Kristoff Finley

## Software Engineer

### Career Goals

#### game development

- create and maintain digital and physical card game

#### operate small local business

- manage and operate a coffee, bagel, and boardgame house with brothers

### Contacts

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🐙 <https://github.com/Gearhartlove>

### Skills

**Scala** : everyday development @ Quiq

**Rust** : video games + hobby projects

**Redis** : caching + credential storage

**MySQL** : managed user + system data

**Clickhouse** : event data management

**Dropwizard** : main framework @ Quiq

**Python** : created scripts for devs

**Git** : manage repos + commit to services

**Grafana** : analyze + monitor system data

**Jenkins** : utilize CI to automate builds

**IntelliJ** : primary IDE

**Clojure** : self hosted server + htmx apps

### Traits

Contagious Enthusiasm

Get \*\*\*\* done mindset

Presenter

Tenacious

Collaborative

Curious

Dreamer

Critical

### Employment

## Backend Software Engineer

Quiq, Jan 2023 – Present (1.5+ year)

- Contributed to 20+ scala microservices using git cli & gitlab
- Written high performance Production MySQL queries to power analytics
- Engineered custom system events
- Cached sensitive user data in Redis
- Contributed heavily to integrations with Shopify, Microsoft Dynamics, and SAP
- Restricted & deleted data to comply with GDPR
- Created prompt and LLM flow to summarize thousands of user conversations a day
- Built internal tooling to enable QA & Implementers to test conversation summarization using REST apis, HTML, and CSS
- Written small Python & Bash scripts for migrations and developer tooling
- Worked extensively in a zero down time development environment
- Developed custom configurations for specific users
- Rolled out changes to multiple AWS and Azure clusters simultaneously
- Built async fetch APIs to query data efficiently
- Built CRUD APIs to power internal data frame analytics
- Migrated mySQL and Clichouse Databases across 6 production clusters
- Rolled out MFA enforcement to every user

### Personal Projects

## Pixie

<https://github.com/Gearhartlove/pixie>

- used clap to build intuitive cli
- ported existing JS implementation to a rust CLI
- integrated with Lospec to grab pixel pallets dynamically

## The Fantastical Cookbook

[https://github.com/Gearhartlove/bevy\\_jam\\_2](https://github.com/Gearhartlove/bevy_jam_2)

- used Bevy to create 2D puzzle game
- created dynamic dialogue system to render text on screen
- utilized builder pattern to create easy to develop game flow

## Brushed

<https://github.com/Gearhartlove/Brushed>

- used Unity to create 3D puzzle game
- Designed game for anyone to pick up and play
- Create flexible level editor for fast prototyping

### Education & Learning

## Bachelor of Science in Computer Science

### German Studies Minor

Montana State University

August 2019 – December 2023

3.70 GPA

### Amazon Web Service Cloud Practitioner Certificate

Amazon Web Services (AWS), 2021