



## EXPERIENCE

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### Get It Mobile | Member of Technical Staff

April 2014 — Present / San Jose, CA

Responsible for system that interfaces with multiple ad networks to collect stats and apply cost-per-click or cost-per-impression bids to network in order to manage company spend in excess of \$300,000 / day

Refactored PHP codebase for fault tolerance, optimization, maintainability while adding new features ♦  
Balanced long-term engineering goals with short-term business needs ♦ Adopted tools and processes as Eng matured: Gitflow, weekly releases, PHP Composer, unit and integration testing, code review ♦ RESTful API development ♦ Adwords API-based development ♦ Experience with Amazon EC2, Puppet, Jenkins, Vagrant

### Axcient | Software Developer

June 2011 — April 2014 / Mountain View, CA

Developed company's client-facing and support-facing web application as full-stack developer ♦ RESTful API development ♦ UI development based on mockups ♦ PHP w/ CodeIgniter, JS, CSS w/ Sass, MySQL

### Facebook | Software Engineering Intern

June 2010 — August 2010 / Palo Alto, CA

Developed features and fixed bugs related to the revamp of Facebook Groups ♦ PHP, JS, CSS

### IBM | Software Engineering Co-op

June 2009 — January 2010 / San Jose, CA

Developed new customer-facing DBA tools component ♦ ActionScript w/ Flex web app development

## EDUCATION

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### San José State University | B.S. Computer Science, Mathematics Minor

June 2011 / GPA 3.89

Learned OOP design principles with Java throughout major ♦ Created interactive ray tracer in C w/ OpenGL featuring spheres, textures, reflection ♦ Studied Lisp, Prolog, assembly languages

## ACTIVITIES

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### SJSU Game Development Club | President, Vice President, Treasurer, Member

2008 — 2012

Led 40-member student organization ♦ Developed games as team programmer in C++, FreeBASIC, GameMaker ♦ Created game launcher software for arcade cabinets exhibited at ZERO1 Biennial

### ACM International Collegiate Programming Contest | Contestant

2008 — 2010

Represented San José State's best Computer Science students in three annual algorithm programming contests ♦ 8<sup>th</sup> of 85 teams in 2008 ♦ Practiced via topcoder.com (1498 SRM score)

### Personal Software Development

2007 — 2012

Developed non-commercial websites using PHP, JS, CSS ♦ Won \$250 in online development contests for games made in FreeBASIC ♦ github.com/KristopherWindsor