

# Kristopher Windsor

## Backend Software Engineer

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(408) 722 6296  
San Jose, CA



### EXPERIENCE

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#### **Pinger | Senior Member of Technical Staff**

2015 — Present / San Jose, CA

- Developed the PHP backend for communication apps with an emphasis on code quality and tests to meet expectations of upmarket customers and support faster releases of new features.
- Worked with the team to incorporate best practices such as domain driven design, dependency injection, hexagonal architecture, and test-driven development into the backend code and establish these as part of our team culture.
- Identified opportunities to improve the daily workflow of backend developers and hired and led a team of two interns over three years to automate and streamline manual tasks, build dashboards, incentivize test writing and code complexity reduction, and build continuous integration infrastructure using Jenkins pipelines, Docker Compose, and Redis Streams.

#### **Get It Mobile | Member of Technical Staff**

2014 — 2015 / San Jose, CA

- Developed a 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 the codebase for fault tolerance, optimization, maintainability while adding new features.

#### **Axcient | Software Developer**

2011 — 2014 / Mountain View, CA

Developed the client-facing web application for managing data backup and disaster recovery solutions as a full-stack developer.

#### **Facebook | Software Engineering Intern**

2010 / Palo Alto, CA

Contributed to the development of Facebook Groups.

#### **IBM | Software Engineering Co-op**

2009 / San Jose, CA

Prototyped a new customer-facing DBA tools component.

### EDUCATION & ACTIVITIES

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

2011 / GPA 3.89

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

2008 — 2012

Led the 40-member student organization and developed games as team programmer.