

# Marcus Christiansen

Lead Developer

## EXPERIENCE

### Lead Developer @ Considdr, Boston MA

January 2018 - Present

- Lead developer at market intelligence startup, leading full-stack development of an AI-powered search engine, a MassChallenge 2019 Finalist and recognized as one of Built In Boston's 50 Startups to Watch in 2020
- Architected and developed all core features of the platform from prototype to enterprise solution, leading to rapid customer growth
- Integrated Elasticsearch with company patented IP to build underlying search algorithm
- Implemented automatic content generation pipeline using AWS Lambda, S3, and TensorFlow that has generated over 3 million insights
- Automated data pipeline to identify and group similar insights using a trained machine learning model using Neo4j and ECS
- Interviewed, trained and mentored 4 programming interns over two summers
- Core author of company patent [US20180365324A1](#) filed Aug 22, 2018

### Web Developer Intern @ Considdr, Boston MA

August 2017 - January 2018

### Team Member and Summer Research Fellow @ Bowdoin College Northern Bites RoboCup Soccer Team

2015 - 2017

- Contributed to and helped maintain the Bowdoin College's RoboCup Soccer Team's code base of over 200,000 lines, coding in both Python and C++.
- Awarded research fellowship for research in robotics together with the RoboCup team for 8 weeks during the summer of 2016.
- Programmed new behaviors for robots including search behaviors as well as head movements and tracking (Python).
- Traveled and competed in the 2016 RoboCup SPL World Championship and finished in the top 12 teams.

## PROJECTS

### Considdr Insights Chrome Extension

<https://github.com/Considdr/considdr-insights-chrome-extension>

ES6 - React - Webpack - Chrome API - Ruby - AWS Lambda - AWS API Gateway

A Chrome extension that automatically highlights key insights in documents across the web by interfacing Considdr's Insight API.

### Maze Solver

<https://github.com/mefchristiansen/Maze-Solver>

Java - JSwing

A visualized and interactive maze solver that automatically generates, traverses and solves a random maze using a variety of graph traversal algorithms (BFS, DFS, A\*).

[mefchristiansen.github.io](https://mefchristiansen.github.io)

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 [mefchristiansen](#)

## SKILLS

Ruby and RoR

Python

Java

Elasticsearch

AWS (S3, Lambda, ECS)

Javascript

Git and GitHub

## Education

**B.A. in Computer Science,  
Bowdoin College - 2017**

**Major:** Computer Science

**Minor:** Mathematics

## GPA

3.71 (Cumulative)

3.86 (Computer Science)

3.75 (Mathematics)

## AWARDS

**Sarah and James Bowdoin  
Scholar - Dean's List (2015  
and 2017)**

**Surdna Foundation  
Undergraduate Research  
Fellowship - for research in  
robotics (2016)**

**Breckinridge Summer  
Fellowship - for research in  
computer science (2015)**