Christopher Williams

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EXPERIENCE

Photon7 as a Visual Production Engineer *Jan 2024*

- Produced visual effects for Jungle Experience party in Ko Pha-ngan, Thailand.
- Prepared, transported, and installed laser and video projector hardware.
- Calibrated and VJed six lasers with Pangolin software.

Google as a Software Engineer in Drive for iOS *May 2020 – Nov 2022*

- Designed, developed, and deployed features for sharing and counter-abuse in Google Drive for iOS.
- Conducted weekly interviews for prospective software engineer candidates to join Google.
- Wrote code in Objective-C, C++, Swift, and other in-house languages.
- Collaborated with the web and Android Drive engineers to align UI design along with specs provided by UX engineers.
- Wrote design documents for upcoming features in Google Drive for iOS.
- Planned development with atomic tasks in weekly sprints.

Apple as a Quality Engineer in Reality Kit *Apr 2019 – Mar 2020*

- Supported RealityKit with automated daily API testing.
- Conducted interviews for prospective QA engineers.
- Developed a Swift application to run in a lab of various machines daily.
- Designed and ran testing for SwiftStrike: an AR application shown at WWDC 2019.
- Attended WWDC 2019 to provide technical supprort to third-party developers utilizing RealityKit.
- Specialized in animation and networking API frameworks for RealityKit.
- Colloborated with other QA engineers on my team and cross-functionally with software engineers, project managers, and technical managers.
- Provided status updates to my manager and team in daily stand-up and weekly one-on-one meetings.

Apple as a Quality Engineer in IMG Graphics & Imaging *Jul 2016 – Mar 2019*

- Developed a tool and network for storage and retrieval to support automated image testing.
- Wrote tool with Python and network with PostgreSQL and REST API.
- Utilized ExifTool and in-house technologies to parse image metadata.
- Supported several QA teams by enhancing the tool to fit automated testing requirements.
- Identified regressions through UI and API pre-submission and weekly testing.
- Designed and ran feature testing for dark mode introduced in macOS Mojave.
- Colloborated with other QA engineers on my team and cross-functionally with software engineers, project managers, and technical managers.
- Provided written daily reports and met in-person weekly with my manager.

Treasure as a Full Stack Developer *Oct 2015 – Jun 2016*

- Developed an ecommerce iOS app with Swift.
- Developed a web crawler written in Ruby utilizing Ruby on Rails to parse metadata from various ecommerce website vendors.
- Colloborated with two software engineers.
- Worked part-time during school both in-person and remotely.

Apple as a Quality Engineer Intern in IMG Graphics & Imaging *Jun – Sep 2015*

Automated video playback quality assurance by analyzing dropped frames with a custom-built tool.

Wrote code in Python and Objective-C.

Deployed the tool in a lab of several devices running macOS and iOS.

Presented the tool and testing results to a board of technical managers and Craig Federighi.

Salesforce (Tempo AI) as a Full Stack Engineer *Feb 2014 – May 2015*

Developed an Android application to support the pre-existing iOS application.

Wrote code in Java.

Colloborated with eight software engineers.

Worked part-time during school and full-time during summer break.

Tempo AI was acquired by Salesforce in May 2015.

Tapestry Solutions as a Front End Engineer *Nov 2012 – Feb 2014*

Developed desktop software for managing cargo shipments.

Utilized Adobe Flex front end and PostgreSQL databases.

PROJECTS

Gin *Oct 2017*

Created a cross-platform app to keep track of the score for two players in the card game Gin Rummy.

Wrote code in Swift.

Utilized SwiftUI.

Micronaut *Jan – Jun 2016*

Created a platformer video game written in Swift for Apple TV.

Submitted to the Apple TV app store and was accepted within one week.

Manipulated sprites and parallax background images provided by a collaborating artist.

Wrote a dissertation analyzing the development process.

Submitted as my senior project for Cal Poly Computer Science bachelors degree.

Baaaaalrog *Jan 2016*

Created a cross-platform sprite-based top-down goat chucking video game.Created a cross-platform sprite-based top-down goat chucking video game.

Wrote code in Java.Wrote code in Java.

Utilized libgdx.

Won first place for our location in the annual Global Game Jam hack-a-thon event.

Japanese Festival *Apr – Jun 2015*

Created a real-time interactive 3D video game with an overworld and several minigames.

Wrote code in C++.

Utilized OpenGL.

Initialized source code versioning control for four developers with Git.

Submitted as my final project for Real-time 3D Graphics course at Cal Poly.

Deep Beat *Mar 2015*

Created a rhythmic rail shooter game for web written in JavaScript.

Wrote code in JavaScript.

Utilized CreateJS.

Submitted as my final project for Interactive Entertainment course at Cal Poly.

Bunny Shrine *Jan – Mar 2015*

- Created an interactive 3D scene of the first-ever 3D scanned object.
- Wrote code in C++.
- Utilized OpenGL.
- Submitted as my final project for Intro to 3D graphics course at Cal Poly.

Attack Vector *Jan 2015*

- Created an infinite maze runner game written in C++.
- Utilized SFML.
- Participated in the annual Global Game Jam hack-a-thon event.

Stikit *Oct 2014*

- Created an Android application.
- Utilized Chromecast API and JSON data transfer.
- Participated in the annual Cal Hacks hack-a-thon event.

EDUCATION

California Polytechnic San Luis Obispo *Sep 2012 – Jun 2016*

- Graduated Computer Science BS with a GPA of 3.2.
- Electives: Real-Time 3D Graphics, User Design, Security, HCI, OS, Networks, etc.