

Christopher Williams

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EXPERIENCE

Photon7 as a Visual Production Engineer

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, 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 in 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 to join our team.

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 support to third-party developers utilizing RealityKit.

Specialized in animation and networking API frameworks for RealityKit.

Collaborated 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.

Collaborated 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.

Collaborated 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 Adobe Flex front end and PostgreSQL databases. 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.