

Riley Champion

 [linkedin.com/rileychampion](https://www.linkedin.com/rileychampion) |  github.com/rileychampion

 rchamp2u@gmail.com |  (714) 707-0416

Education

University of California, Irvine

Major: B.S. Computer Science

Activities: Commit the Change - Developer, Video Game Development Club - Developer, Marketing/Co-Tech Director of Hack at UCI, Running Club at UCI Member, Animation Anteaters Member

Technical Skills

Programming Languages / Tools: Python, Javascript, HTML, CSS, ReactJS, VueJS, MongoDB, MySQL, PHP - Laravel, Express, AWS EC2, Node.js, Docker, Git, Bash, Figma, Google Test, Adobe Creative Suite, VMWare, Unity, JSP, JMeter, Jenkins, Golang, GraphQL

Experience

Software Engineer - Contractor | JPMorgan Chase | July 2023 - Present

- Currently working as a full-stack developer for JPMorgan Chase on CICD evidence tracking tooling used across the firm using **ReactJS** and **Spring Boot** for UI and API development

Software Engineer | First Republic Bank | August 2022 - June 2023

- Software Engineer responsible for developing First Republic Bank's Devkit developed in **Python** and **Golang** which empowers teams to build reliable, secure, and flexible **CICD pipelines**
- Structured out testing procedures for QA testers to ensure new Devkit releases worked on all supported platforms
- Lead effort to implement and enforce path-based routing for all applications deploying to **AWS** clusters
- Contributed to modularization efforts to allow Devkit to scale and not be dependent on other modules
- Supported hundreds of developers on how to use Devkit, setup their **CICD pipelines**, and containerize their applications

Full-Stack Web Developer | University of California, Irvine | March 2021 - June 2022

- Utilized **VueJS**, **PHP-Laravel**, and **MySQL** to create responsive, large scale web applications used by **10000+** UC-Irvine staff and students
- Designed mockups via Figma and implemented QR Check-In Scanner, Volunteer Headquarter, and Admin Dashboard views for UC-Irvine's 2021 commencement application
- Scaled PHP/Laravel backend via test-driven development, api controllers, models and command line scripts

Student Software Engineer | AbbVie Inc | January 2021 - June 2021

- Worked closely with AbbVie and students from UC-Irvine to research ways to increase the accuracy and depth of 3D models generated from at most one photo.
- Researched and experimented with libraries and algorithms that helped my team understand automated 3D model generation, ways to generate depth maps, and concepts of facial reconstruction using machine learning
- Researched stitching algorithm using **dlib facial landmark** and **K-nearest neighbors** to combine different models, which result in improved 3D facial model depth accuracy

Projects

The Literacy Project | September 2021 - June 2022

- Collaborated in a student lead team to create a web application for The Literacy Project, an NPO which seeks to tackle illiteracy in the US using **ReactJS** for the frontend and a **Node/Express** backend with a **PostgreSQL** database.
- Scaled admin dashboards to seamlessly add students and teachers on the fly to schools in their program.
- Implemented dynamic and interactable score charts to show classes overall reading scores and individual student scores.
- Pair programmed with first year students at UC-Irvine to understand **ReactJS** as well as the basics of frontend development.

Fabflix | March 2021 - June 2021

- Designed and developed a movie rental website and Android application that utilizes a **VueJS** frontend with a **JSP backend** and **MySQL** containing and relating all movie data
- Utilized numerous cloud computers through the form of **AWS EC2** and **GCP** to host our website live as well as establish primary and standby instances for load balancing
- Performed stress testing using **JMeter** to stress test the speed of various queries based on their instance setup (single instance vs scaled-instances)

Interests

- Graphic Design, Web/Mobile Development, Video Games, Long Distance Running, Computer Building/Repair, Photography, Esports, Hackathons, Cafe Sketching