Riley Champion

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Education
University of California, Irvine
Major: B.S. Computer Science
> **Activities:** Commit the Change - Developer, Marketing/Co-Tech Director of Hack at UCI, Video Game Development Club - Developer & Artist

Technical Skills
Programming Languages / Tools: Python, Javascript, Typescript, ReactJS, HTML, CSS, VueJS, MongoDB, MySQL, PHP - Laravel, Jenkins, Golang, GraphQL, Datadog, Splunk, NewRelic, Grafana, Express, AWS EC2, Node.js, Docker, Git, Bash, JSP, JMeter

Experience

Software Engineer | JPMorgan Chase | July 2023 - Present
- Currently working as a full-stack developer for JPMorgan Chase on the firm's CICD evidence tracking and deployment tooling using **ReactJS** and **Spring Boot**
- Worked with user experience teams to implement dashboards to streamline mobile deployments for the firm
- Collaborated with policy teams to warn and block pipelines from deploying if apps have vulnerabilities or were not properly tested
- Assisted customers with evidence and deployment issues to help guide them to completing their deployments successfully
- Aided First Republic transitions efforts of applications to JPMorgan Chase while aiding with enhancements to JPMorgan tooling

Software Engineer | First Republic Bank | August 2022 - July 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 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.

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