

Michael Robinson

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Professional Summary

Senior C++ Developer with over 8 years of experience in designing and implementing high-performance, low-latency systems for industries such as finance, gaming, and embedded systems. Proven leadership in software architecture design, team mentorship, and performance optimization. Expert in C++, multithreading, and real-time systems with strong experience in Agile environments.

Technical Skills

- **Languages:** C++, C, Python, Rust
- **Frameworks/Libraries:** Boost, STL, Qt, gRPC, OpenGL, CUDA, TensorFlow (for C++)
- **Databases:** Redis, PostgreSQL, SQLite
- **Tools:** Git, CMake, Docker, GDB, Valgrind, Jenkins, Kubernetes
- **Other:** Software Architecture, Multithreading, Distributed Systems, Low-Latency Optimization, Agile/Scrum
- **Operating Systems:** Linux (Debian, Ubuntu), Windows, macOS

Professional Experience

Senior C++ Developer

Advanced Tech Solutions, New York, NY

August 2016 – Present

- Led the architecture and development of a high-frequency trading platform using C++ and Boost, enabling the system to handle millions of transactions per second with minimal latency.
- Spearheaded the migration of monolithic systems to microservices architecture, improving scalability and system resilience.
- Optimized critical path algorithms in the real-time system to reduce execution time by 40%.
- Managed a team of 10 developers, mentoring junior engineers and conducting regular code reviews to ensure high-quality code.
- Collaborated with DevOps teams to implement containerized deployments using Docker and Kubernetes.
- Defined and implemented best practices for multithreading and memory management, ensuring the system maintained high performance under heavy loads.

Lead C++ Developer

GlobalSoft Systems, New York, NY

May 2014 – July 2016

- Designed and implemented C++ libraries for a distributed computing system, improving system performance by 30%.
- Led a cross-functional team in the development of a real-time analytics platform for financial markets, ensuring low-latency data processing and fault tolerance.
- Developed algorithms for data compression and encryption, enhancing both performance and security.
- Worked closely with the product team to define requirements and deliver solutions that exceeded performance benchmarks.

Projects

High-Frequency Trading Platform

- Architected and implemented a high-frequency trading platform that processed millions of trades per second, using C++, Boost, and Redis.
- Led optimization efforts, reducing system latency from 100 milliseconds to under 5 milliseconds.

Real-Time Analytics System

- Developed a real-time analytics system for monitoring stock market data, using C++ and Redis for fast data retrieval.
- Implemented a distributed architecture to ensure data was processed and displayed with minimal lag.

Education

Master of Science in Computer Science

Stanford University, Stanford, CA

Graduated: May 2014

Bachelor of Science in Computer Science

University of California, Berkeley, CA

Graduated: May 2012

Certifications

- Certified Professional C++ Developer – C++ Institute
- AWS Certified Solutions Architect – Associate