

Cameron Guthrie

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SKILLS

Languages:

Python, Typescript/Javascript, C#, Elixir, Java, SQL, CSS/LESS, Rust

Tools:

Node, Electron, React, Postgres, Flask, SQLAlchemy, Phoenix, AWS, Docker, git, Unity, Jest/Enzyme, CircleCI

EXPERIENCE

Software Engineer / Tech Lead — Optic Power

July 2022 – Oct. 2023

Worked on teams of 8 (including engineers, PM, and QA) as a tech lead to develop and plan new features while coordinated with external client teams building other APIs we consumed.

Selected Projects:

- Migrated a live Node API to Elixir while adding event logging, new features, and improved performance by 200%
- Electron Windows app that pulls data from external APIs and live game clients using native libraries processing hundreds of events per second. It also adds interactive fullscreen overlays to 4 games.

Solutions Architect — Optic Power

June 2021 – July 2022

Met with prospective clients daily to distill their ideas into concrete technical designs, timelines, and resourcing requirements while working with our engineering and sales departments. I architected and scoped ETL pipelines for professional esports teams, Windows apps with native libraries, and dozens of other projects while learning new domains on the fly.

Software Engineer — Thomas Street

Sep. 2016 – Apr. 2018

Worked with a small team of engineers and designers to plan and make various systems for clients. Learned new languages on the job and met with clients regularly to design upcoming requirements and review completed work.

Selected Projects:

- Java Spring app for curating oncology data using an event driven architecture that could roll back manual changes and import huge existing data sets
- React / Scala app for searching, filtering, and viewing hundreds of network configurations. Built over 2 months
- Asymmetrically multiplayer VR, AR, and 2D party game built in Unity using C#
- React/Redux/Python app for porting telephone numbers with client & admin views that would speed up the manual porting process by 10x

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

Aug. 2010 – May 2014