Cameron Guthrie

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SKILLS

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

Tools:
Phoenix, React, Angular, Postgres, Flask, SQLAlchemy, AWS, Docker, git, Unity, Jest/Enzyme, CircleCI

EXPERIENCE

Optic Power – Fully Remote   *June 2021 – Current*
Solutions Architect

Met with prospective clients to distill their project requests into concrete technical designs, timelines, and resourcing requirements. Worked with multiple teams of up to 8 engineers as a tech lead to coordinate development and design/develop new features.

Selected Projects:
- Migrated a live Node API to Elixir while adding event logging and new features
- Designed and scoped ETL pipelines for professional esports teams
- Electron Windows app that pulls live data from game clients and external APIs

Thomas Street – Seattle, WA   *Sep. 2016 – Apr. 2018*
Software Engineer

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 importing and curating oncology research data from multiple sources using an event driven architecture
- React / Scala app for searching, filtering, and viewing network configurations
- Asymmetrically multiplayer VR, AR, and 2D party game built in Unity using C#
- React / Redux / Python / Flask app and API for porting telephone numbers between carriers with both client and admin facing components
- Vanilla JS / Flask app and API for user management and authentication

EDUCATION

Georgia Institute of Technology   *Aug. 2010 – May 2014*
Bachelor of Science in Computer Science