

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

Code Power – *Software Engineer / Tech Lead*

July 2022 – Oct. 2023

Worked on teams of 8 (including engineers, PM, and QA) as a tech lead to design, develop, and plan new features. While developing, I coordinated work between frontend and backend engineers, reverse engineers, and external team building supporting APIs.

Selected Projects:

- Migrated a live Node API to Elixir while adding event logging and new features
- Electron Windows app that pulls data from external APIs and live game clients using native libraries. It also adds interactive overlays to 4 games.

Optic Power – *Solutions Architect*

June 2021 – July 2022

Met with prospective clients to distill their project requests into concrete technical designs, timelines, and resourcing requirements while working with our internal engineering and sales departments. I designed and scoped ETL pipelines for professional esports teams, architected Windows apps with native libraries, and learned new domains on the fly.

Thomas Street – *Software Engineer*

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
- 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 app for porting telephone numbers with client & admin views

EDUCATION

Georgia Institute of Technology

Bachelor of Science in Computer Science

Aug. 2010 – May 2014