

Chris Boveda

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SUMMARY

Software engineer from Portland, OR with experience in full-stack development, object-oriented programming, and distributed services, as well as 10 years of experience as a packaging design engineer and engineering manager. Actively seeking local or remote opportunities in web and game development as an individual contributor with a growth path towards team leadership.

EDUCATION

B.S. Software Engineering, *summa cum laude*
Arizona State University, Tempe, AZ

December 2022
4.10 GPA

TECHNICAL SKILLS

Languages, Frameworks, and Technologies: C, C#, Java, JavaScript/TypeScript, HTML/CSS, Node.JS, React.JS, React Native, Express.JS, Koa.js, Jest, SQL/PostgreSQL, Sequelize, Redis, Tailwind, Material-UI, Framer Motion, Electron, Unity Netcode, NUnit

Tools, Skills, and Operating Systems: Git, GitHub, GitHub Actions, Taiga, CodeCov.io, Firebase, AWS (EC2, S3, RDS, CodeBuild), RESTful API, Windows, MacOS, Linux/Unix, CLI, Bash, Unity (v2021.3), Unity Game Services, Datadog, Agile Scrum, Kanban

Certifications: Foundational Certification in Agile Scrum (#15706, CareerSprints)

PROJECTS

Kingdom Maker Web Portal (kingdommaker.com), *Professional Project* Spring 2023

- Created a bespoke CMS with optimized content delivery and caching to greatly reduce server costs and improve user experience for internal and external customers
- Improved web traffic and D2C revenue share by nearly 100% over 4 months through the implementation of web-exclusive incentives and a full site redesign with React, Redux, Material-UI, and Framer Motion
- Set up server-side and client-side log aggregation via Datadog to improve reaction time to mission-critical diagnostics

Far Flung: A Psyche Mission Adventure, *Capstone Project* Spring 2022

- Collaborated with a team of 5 in a Scrum development environment to develop an educational browser-based game built on the Unity engine consisting of five unique mini-games connected by a narrative story campaign.
- Implemented the CI/CD pipeline with GitHub Actions and automated reporting via CodeCov.io, allowing the team to meet code coverage goals and ensure build stability throughout development

Project YOMI (Working Title/In Development), *Personal Project* Fall 2022

- Designed and developed a multiplayer turn-based fighting game for iOS, built on the Unity engine with Unity Netcode and Unity Game Services for online gameplay

Industrial IoT Temperature Monitor, *Class Project* Fall 2022

- Developed program for the Atmega 328P microcontroller that measured and logged simulated temperature readings with hysteresis, and communicated with a central controller via a RESTful API
- Utilized a priority queue, state machines, a watchdog timer, and interrupt vectors to ensure all process tasks were completed before their deadlines on the single-threaded processor

Distributed Microservices, *Class Project* Fall 2021

- Demonstrated understanding of gRPC protocol and distributed architecture to implement a set of simple microservices for text and image processing

PROFESSIONAL EXPERIENCE

Full Stack Engineer, Scopely Inc., *Remote* 9/2023 - Present

- Collaborate within a dynamic cross-functional team to deliver pixel-perfect and robust full stack web solutions, to meet high-quality standards in a fast-paced environment for a live service game
- Implement improvements in logging and monitoring within the existing tech stack, elevating the efficiency of DevOps support for enhanced system reliability

Regional Packaging Engineering Manager, TransPak Inc., Tualatin, Oregon 5/2013 – 8/2023

- Played leading role in establishing TransPak as the preferred vendor for multiple industry leaders in the semiconductor, automotive, and aerospace industries
- Improved proposal generation rate by 42% over 3 months by implementing Kanban style project management and automating design process bottlenecks across the entire global engineering organization
- Enhanced accuracy of manufacturing labor estimation model through empirical data analysis and the development of a versatile prediction algorithm