Christopher Dylan Bruch Foster
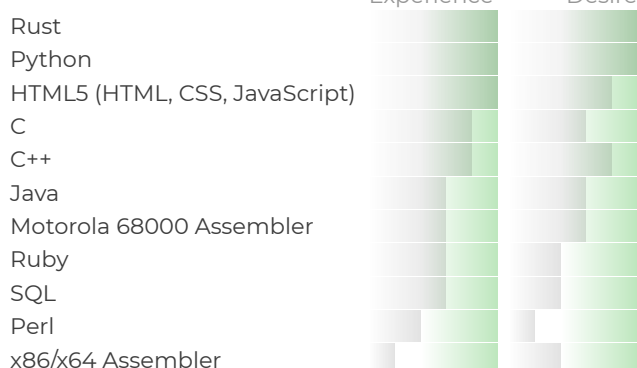
Software Developer
cdbfoster@gmail.com
(517) 331-4757
https://github.com/cdbfoster
https://linkedin.com/in/cdbfoster
https://cdbfoster.com/resume

Skills

Domains

	Experience
Native Development	
Front-End Web Development	
Back-End Web Development	
Machine Learning	
Linux System Administration	
Database Administration	
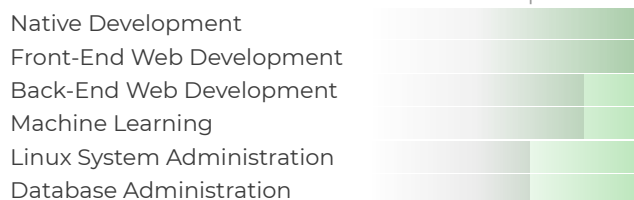
Technologies

Languages

	Experience	Desire
Rust		
Python		
HTML5 (HTML, CSS, JavaScript)		
C		
C++		
Java		
Motorola 68000 Assembler		
Ruby		
SQL		
Perl		
x86/x64 Assembler		

Frameworks and Libraries

	Experience	Desire
TensorFlow		
Keras		
Ruby on Rails		
Mithril.js		
Flask		
Node.js		
React.js		

Systems and Platforms

	Experience	Desire
Linux		
Git		
Docker		
AWS EC2		
Mac OS X		
Microsoft Windows		
Google Compute Engine		
Subversion		
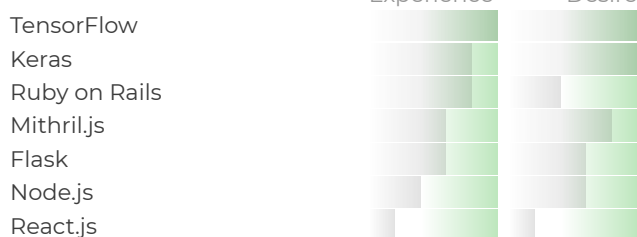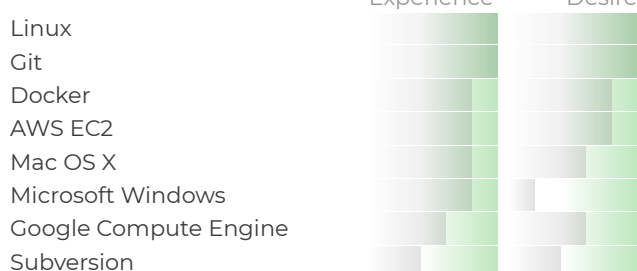
About Me

I am a self-motivated, creative person with a strong background in IT; especially in software. I am an effective communicator, and a quick and eager learner.

Programming has always been a passion of mine, but so have music and art. When I'm not neck-deep in code, I can be found playing an instrument or making something with my hands.

Experience

Freelance Web Developer
Jun, 2016 – Present

Develops HTML5 websites and solutions to client specifications. Handles donations and payments, and stores customer/donation information. Uses HTML5 best-practice to provide lightweight performance and responsive design. Works with a wide range of HTML5-related domains including video streaming, advanced rendering, and client-server communication.

Software Developer
Feb, 2019 – Oct, 2019
Groundspeed Analytics, Inc.

Designed and trained deep learning models for classification problems. Deployed models across a cloud-based infrastructure, integrating them into current services. Designed, built, and supported tooling to be used by other engineers on the team.

Software Developer
Jul, 2017 – Jan, 2019
ZixCorp

Developed and maintained Ruby on Rails applications. Applied HTML5 best-practice to existing web applications. Used email security concepts and a knowledge of SMTP to test mail-flow and performance of milters. Worked on a Perl plugin to a mimedefang-filter system.

Blender Extensions Developer
Jul, 2010 – Present

Developed a Python export plugin to Microsoft's DirectX model format for the open source 3D content creation suite Blender. The plugin is part of Blender's official repositories. Active participant in code maintenance, debugging, extension, etc.

Education and Certification

Bachelor of Science, Information Technology
Jun, 2016

Western Governors University
Emphasis in Software Development

CompTIA Network+
Jun, 2016

CompTIA Project+
Dec, 2015

CompTIA Security+
Jul, 2013

CIW Database Design Specialist
Mar, 2013

CIW Javascript Specialist
May, 2012

CompTIA A+
Dec, 2010