

CHRIS DELAUDER

(415) 310-4383 | cdelauder@gmail.com | <https://linkedin.com/in/chrisdelauder/> | <https://github.com/cdelauder> |

SKILLS

- node.js
- AngularJS
- jQuery
- JavaScript
- Sinatra/Ruby/Rails
- Python
- Git/Git Workflow
- Jasmine/RSpec
- Nginx
- MongoDB/Firebase
- Redis
- Flask
- OO Design
- Agile Development
- CSS/Stylus
- HTML/Jade/Handlebars
- PostgreSQL
- AWS

EMPLOYMENT HISTORY

Shotput

December 2015 - Present

Director of Engineering

- Built and led the team of Shotput engineers.
- Scaled Shotput from tens of shipments per week to tens of thousands of shipments per week.
- Created policies and workflow to ensure a well-tested reliable app, resulting in test coverage improving from 0% to 74%.
- Built and maintained the DevOps infrastructure on AWS, set up monitoring software, and developed the front end build system.
- Architected, designed, and implemented the Shotput Payment Account server to handle deposit account transactions. Features include separate audit-logging of every incoming request, 90% test coverage, and only one error in production during its lifetime.
- Implemented multi-facility logistics, which involved rewriting the majority of both the front end and back end of the codebase, as nearly every model and action was affected.
- Created "God Mode", allowing Shotput admins to securely view the site as seen by our clients, and perform privileged actions on the behalf of those clients.
- Improved batch order creation performance by 75% via the implementation of multithreading.

Stanza

October 2014 - December 2015

Software Engineer

- Decreased average latency on our most heavily trafficked endpoint by 5000% by implementing redis caching.
- Refactored every server endpoint to increase efficiency and introduce proper error-handling. Eliminated every point of silent failure.
- Rewrote the front and back ends of our OAuth process to finally provide a unified auth process across our various apps.
- Implemented a new build system to provide our front end engineers with a rapid-development environment.
- Purged 50% of the code base by removing old, unused code and deprecating 50% of our models to reduce developer confusion and increase the speed of the app.

EDUCATION

Dev Bootcamp

April 2014 - June 2014

Full Stack Web Development

University of California, Berkeley

September 1998 - May 2003

Peace and Conflict Studies