

# Christopher Eberly

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## EXPERIENCE

### Staple Health, Inc. (staplehealth.io)

Aug 2017 - Ongoing

CTO and co-founder

- Staple Health was founded with the goal of improving the lives of both patients and providers using technology that exists today.
- We provide consulting services to healthcare partners and our flagship CRM software is available for use by organizations who want to better handle risk in a rapidly changing healthcare environment.
- As CTO, I direct all the technology decisions and do a large portion of the programming on our projects.

### Conservation Metrics, Inc. (conservationmetrics.com)

June 2017 - Ongoing

Software Engineering Contractor

- Conservation Metrics uses deep learning and other statistical measures to analyze huge amounts of raw audio data for biodiversity monitoring projects.
- My role has been to help port an existing tool for auditing the results of the machine learning models from a standalone Matlab application to a web-based (python/frontend javascript) tool hosted on Microsoft Azure.
- I have also helped with the deployment of the existing machine learning pipeline again from an on-premise server to Azure, utilizing modern best practices for application deployment.
- In this role, I report directly to the CEO and Chief AI developer.

### Super Deluxe (superdeluxe.com)

September 2015 - June 2017

Software Engineer, DevOps Engineer

- At SuperDeluxe I managed all DevOps and server-side engineering for a team of 8 developers.
- Wrote and manage our backend platform for collecting and displaying stats from Facebook and YouTube. This includes realtime data collected during live Facebook videos.
- Over the last year, we have developed novel ways of tracking engagement with our videos in support of our creative team of about 80 people.
- Using (primarily) Docker and Amazon's Elastic Container Service (ECS) we have developed a workflow to quickly spin up one-off websites in support of our own creative work.
- I have also led the effort to develop several "Creative AI" projects using several of the popular deep learning frameworks. Examples include a television script generator based on a popular (but off the air) show about nothing, a political email generator, as well programmatically generated images and work on video summarization. This work is being used internally in support of video projects and analytics, respectively.

### Media Gobbler, Inc. (Gobbler)

January 2014 - September 2015

Software Engineering Lead, DevOps Engineer

- At Gobbler I manage and lead the DevOps engineering effort as well as acting as the lead server-side engineer for a small team of Ruby on Rails programmers.
- I have also continued to act as a lead engineer on the development of the Gobbler Marketplace, a new initiative to give audio plugin manufacturers and customers unprecedented access to one another.

### Adobe Systems (formerly Typekit, Inc.)

October 2011 - February 2013

Software Engineer

San Francisco, CA / Los Angeles, CA

- Continued to work on the data warehouse log-processing and analytics system; including training additional employees to help scale and support the large increase in traffic resulting from the acquisition.
- Continued to solely manage a "self serve" origin server for select enterprise clients' own file serving networks.
- Continued to manage content distribution network (CDN) vendor relationships along with an existing team at Adobe.

### Typekit, Inc.

July 2009 - October 2011

Software Engineer, Operations

San Francisco, CA

- As the first non-founding employee, I helped to make early critical infrastructure and engineering decisions that allowed for a successful product launch and helped shape Typekit's reputation as the leading resource for fonts on the web.
- Built and managed the backend tools that allowed the Typekit web application to successfully synchronize with a content distribution network (CDN) that would eventually serve over 1 billion pageviews per month.
- Built and managed a data warehouse system to ingest raw CDN traffic logs that was used for analytics and payments.
- Built and maintained a "self serve" origin server for select enterprise clients' own file serving networks.
- One of two employees responsible for managing uptime and handling outages.
- Sole employee responsible for Typekit's CDN and DNS vendor relationships.

**AdBrite, Inc.**

October 2005 – February 2008

Software Engineer

San Francisco, CA

- Helped engineer the ad serving software and infrastructure that served over 1 billion pageviews per month.
- Led the “build and release” team that deployed code to hundreds of servers in 4 geographically diverse colocation facilities.
- Designed and built crucial backend reporting tools for both the sales and analytics teams.

**Isolation Network, Inc. (iNgrooves)**

December 2004 – July 2005

Intern Software Engineer

San Francisco, CA

- Worked as one of two technology employees to build a C#.NET-based music distribution and syndication system.

**EDUCATION****San Francisco State University**, San Francisco, California

Master of Arts, Philosophy 2009 - partially complete

**Middlebury College**, Middlebury, Vermont

Bachelor of Arts, Neuroscience, May 2004

Activities: Varsity Men's Cross Country Team 2000 - 2004, WRMC 91.1 Middlebury College Radio DJ 2002-2004

**RELATED SKILLS AND INTERESTS**

- Expertise in Javascript/NodeJS, Go, (.)SQL databases, AWS/GCP/Azure suite, Linux/Unix network and systems programming; web and rpc servers; git-based version control.
- Strong proficiency with Javascript frameworks such as React/Redux/d3 and HTML design and standards. Python and C/C++.
- Working knowledge of current deep learning frameworks including PyTorch and Tensorflow.
- Proficiency with digital signal processing (DSP) theory and coding on both server-side and iOS-based devices. Including Swift, C/C++ and Objective C.
- Strong proficiency with “prosumer” grade digital audio software including the industry-standard DAW packages and the multitude of related plugins and plugin architectures.
- Recording studio experience with both music and film work.
- Geographic Information Systems (GIS) software experience.

**Interests:** Music production, Eurorack modular synthesizers, electronics, comedy-nerding, running, traveling and SCUBA diving.