Christopher Cooper

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*2024: Left Databricks to commit full-time to a passion project: see **OTHER EXPERIENCE** — **Saturn**.*

WORK EXPERIENCE

Databricks   databricks.com   San Francisco, CA
Software Engineer   January 2021 – December 2023
Rolled out a new terabyte-scale streaming database of test results handling 25+ million records/day, powering over a dozen internal analytic use cases. **Utilized** this to intelligently choose high-signal tests, keeping PR validation fast as the number of tests increased by 1.6x.
Expanded a test failure classifier to automatically handle 10s of millions of test results per day, enabling reduction of triage by 60-75%. **Increased** release frequency by 2.4x via streaming analysis of test results.

Kelda   Berkeley, CA
Senior Software Engineer   May 2020 – November 2020 (startup folded)
Software Engineering Intern   Spring 2019
Built Blimp, a distributed tool to enable software development in the cloud, as part of a 5-person startup.
Integrated with the Kubernetes and Docker APIs directly. **Implemented** multiple features end-to-end.

Brave Software   *Software Engineering Intern*   Summer 2019 – Fall 2019
Studio by Purdue   *Student Developer Intern*   Summer 2016, Summer 2018
CS Department, Purdue University   *Teaching Assistant, Systems Programming*   Summer 2018
Angie's List   *Software Engineering Intern*   Summer 2017

OTHER EXPERIENCE

Saturn   github.com/Yasu3D/Saturn   January 2024 – *present*
An OSS rhythm game for specialized arcade hardware, with precise timing and performance constraints.
I work full-time on Saturn, as a volunteer on the core team of two. Taught myself game dev to contribute.
Reverse-engineered multiple low-level I/O protocols, for handling input and bitbanging LED data.
Handled millisecond-precision cross-thread timing sync between audio, gameplay, and I/O.
Implemented complex gameplay logic based on 240 individual touch panels, working directly with playtesters. **Optimized** the game to handle all 240 inputs per frame without excess garbage collection.

Open Computing Facility   ocf.berkeley.edu   University of California, Berkeley
Site Manager (top technical role)   Spring 2020
General Manager (overall org head role)   Summer 2019 – Fall 2019
Technical Manager   Fall 2018 – Spring 2020
Led ~100 volunteer staff and 8 paid staff, using $90k+/yr of funding to serve the Berkeley campus.
Leveraged industry-standard tools like Kubernetes, LDAP/Kerberos, and Puppet config management.
Maintained an array of servers providing webhosting with 800k+ daily hits, software mirrors, high performance computing, and other services to 6000+ active users and 1000+ student organizations.
Manageed a computer lab of 30 Debian Linux workstations with thousands of weekly users.

EDUCATION AND SKILLS

University of California, Berkeley   B.A. in Computer Science   2020

Languages   *Proficiency:* Go, Scala, C#, Python, Javascript   *Experience:* C/C++, Java, Ruby, Lisp

Tools/Frameworks   *Proficiency:* Git, Kubernetes, Linux   *Experience:* Unity, Spark, Jenkins, React

This resume: co5.us/resume