

# 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](https://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 select valuable tests, saving money and keeping code change validation fast as the overall 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](https://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](https://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. **Managed** 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, TS

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

**This resume:** [co5.us/resume](https://co5.us/resume)