CHRISTIAN CHARUKIEWICZ

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PROFESSIONAL EXPERIENCE

Partner & Principal Software Engineer   OCT 2020 – PRESENT
Foxhound Systems

- Co-founding partner; acquired clients, set growth strategy, and led technical staff to provide SaaS product strategy and software development services to client companies with engagements spanning from 3 months to 2+ years
- Collaborated closely with product managers and executives at client companies to identify and solve problems, and gather and refine requirements for optimal results
- Led teams of software engineers, both in-house and embedded in client teams, by assigning tasks, conducting thorough reviews of work output, and providing constructive feedback and mentorship for career growth
- Directed the design, build, and delivery of SaaS applications and software systems for clients in a variety of industries including ecommerce, video streaming, financial services, and developer tools
- Employed a broad range of cutting-edge tools and technologies, including Haskell, Node.js, React, TypeScript, Python, PHP (Laravel), Ruby on Rails, Tailwind, MySQL, and PostgreSQL, to create fast, reliable, and intuitive software
- Deployed and maintained client software systems on a variety of platforms, including AWS and Heroku using numerous infrastructure tools, such as Docker, Nix, GitHub Actions, BitBucket Pipelines, Sentry

Chief Technology Officer   MAY 2014 – OCT 2020
Roompact

- Promoted to leader of software engineering within a of year getting hired as second software engineer; expanded technology and product driving B2B SaaS revenue growth from $150K to $1MM ARR
- Successfully grew engineering team from 0 to 5 people; led hiring process for technical employees and interns; developed and led training of new technical staff
- Set long term road map for product development; continually innovated and improved in areas of application design, architecture, documentation, performance, security
- Planned and executed the transition of company server infrastructure to Amazon Web Services; automated server deployments; reduced technical infrastructure costs by 70%
- Utilized and taught team members on the use of a variety of programming languages, infrastructure tools, and frameworks such as Haskell, Elm, JavaScript, PHP, Node.js, MySQL, Redis, Nix, AWS, etc.

Product Development Lead   OCT 2011 – NOV 2013
Next Generation Gaming

- Managed team consisting of multiple developers and QA testers working on developing features for game server with over 8,000 players a month; technologies used: MySQL, PHP
- Designed and built an automated sales system which increased average monthly revenue by 35%

TECHNICAL SKILLS & LANGUAGES

- **Languages**: Haskell, Elm, PHP, TypeScript, JavaScript, Python, Ruby, Bash, HTML, SCSS, SQL
- **Technologies**: Ruby on Rails, React.js, Laravel, Node.js, Yesod, Nginx, Ansible, MySQL, PostgreSQL, SQLite, Git, AWS (EC2, S3, RDS, Lambda, ECS, SES, etc.), Heroku, Linux, Docker, Nix, Redis, Balsamiq
- **Concepts**: Full stack development, functional programming, product management, UI/UX design, database & infrastructure management, CI/CD, microservices, database schema design, API design

EDUCATION

University of Illinois, Urbana-Champaign   2010 – 2014
B.Sc. Mathematics & Computer Science, Philosophy

OPEN SOURCE SOFTWARE

- **isbn** *(Haskell package, Author)* – hackage.haskell.org/package/isbn, github.com/charukiewicz/hs-isbn
- **yesod-auth** *(Haskell package, Contributor)* – hackage.haskell.org/package/yesod-auth
- **esqueleto** *(Haskell package, Contributor)* – hackage.haskell.org/package/esqueleto