

CHRISTIAN CHARUKIEWICZ

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PROFESSIONAL EXPERIENCE

Partner & Principal Software Engineer

OCT 2020 – PRESENT

Foxhound Systems

- Led the design, build, and delivery of full stack web applications and back end systems for clients in a variety of industries including ecommerce, video streaming, financial services, and developer tools
- Created software systems using numerous tools and technologies, including Haskell, Node.js, React, Python, PHP, Ruby, Tailwind, MySQL, PostgreSQL
- Deployed and maintained client software systems on a variety of platforms, including AWS and Heroku using numerous infrastructure/build tools, such as Docker, Nix, GitHub Actions, BitBucket Pipelines, AWS ECR/ECS/RDS, CloudWatch, Sentry
- Co-founding partner; acquired clients, set growth strategy, hired staff, and provided software development and technical consulting services to clients totaling approximately \$750K in revenue

Chief Technology Officer

MAY 2014 – OCT 2020

Roompact

- Leader of technology and product driving B2B SaaS revenue growth from \$150K to \$1MM ARR
- Set long term road map for product development; continually raised standards for application design, architecture, documentation, performance, security
- Led hiring process for technical employees and interns; developed and led training of new technical staff
- Introduced and taught the Haskell and Elm programming languages to team members
- 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: Haskell, Elm, JavaScript, CakePHP, Node.js, Jekyll, HTML, SASS/SCSS, Nginx, MySQL, Redis, Supervisor, Ansible, Nix, AWS (EC2, RDS, S3, ELBs, SES, Route 53, Lambda, etc.)
- Previous roles: Software Engineer (Oct 2014 - Jan 2016), Software Engineering Intern (May 2014 - Aug 2014)

Product Development Lead

OCT 2011 – Nov 2013

Next Generation Gaming, LLC

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

TECHNICAL SKILLS & LANGUAGES

Haskell, Elm, PHP, JavaScript, Python, Ruby, Node.js, Bash, HTML, SCSS, Linux, Docker, Nix, Redis, Ruby on Rails, React.js, Laravel, Nginx, Apache, Ansible, MySQL, PostgreSQL, SQLite, Git, AWS, Heroku

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
 - Authored Haskell library ISBN validation & manipulation; wrote documentation, automated tests
- **yesod-auth** (*Haskell package, Contributor*) – hackage.haskell.org/package/yesod-auth
 - Enhanced the developer-facing API for email-based user registration and password reset workflows
- **esqueleto** (*Haskell package, Contributor*) – hackage.haskell.org/package/esqueleto
 - Ported elements of standard SQL into the package, improving its coverage of SQL
 - Wrote detailed documentation and examples for an experimental new syntax in the package