Chaz Hampton

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SUMMARY

Software Engineer and Tech Lead with 7-years of proven results:

- Successfully delivered a base wide flightline scheduling application two months ahead of schedule, resulting in a significant time savings of 160 hours per week.
- Engineered a cloud-based Learning Management System, seamlessly interfacing with custom-designed mobile applications. These were adopted by California State University faculty, improving efficiency in test creation.
- Guided a team of software engineers in implementing data translations across distributed command networks.

Certifications: Certified Scrum Master (CSM), Disciplined Agile Scrum Master (DASM), CompTIA Security+ (Sec+), Active Top Secret Security Clearance (TS/SCI)

Technical Skills: (level of proficiency 1-4) - beginner (1), proficient (2), advanced (3), expert (4)

- *Languages:* Swift (3), Java (3), Python (3), C++ (3), PHP (2), MySQL (2), JavaScript (2), Go (2), TypeScript (2)
- *Technologies:* React Native, CSS, Git, Firebase, AWS, Docker, React, HTML5, Linux, JIRA, Confluence, CI/CD pipeline, Visual Studio, Android Studio, Xcode, Laravel, Arduino, FreeRTOS, Linux, Windows, Excel
- *Methods*: Scrum, Agile, XP, Test-Driven Development (TDD), User-Centered Design, Unit Testing, Mobile Development, Full-Stack Development, Embedded Software Development, Peer Reviews, Defect Tracking

EXPERIENCE

Engineering Team Lead, U.S. Air Force, Las Vegas, NV   10/2023 - Current

Led a 6-member development team as the lead engineer, overseeing the seamless integration of various data streams

- Team Lead for a 6-member software development team responsible for data translation services enhancing system interoperability which significantly improved system interoperability across multiple distributed networks.
- Delivered software product ahead of schedule resulting in enhanced interoperability between Battle Lab experimentation enclaves and supporting a $5.1 million-dollar initiative.
- Guided team through 12 large scale system integration events and experiments connecting U.S. Army, U.S Navy, U.S Air Force and coalition systems through development of tailored transform services on key data sources.

Senior Software Engineer, U.S. Air Force, Las Vegas, NV   09/2022 – 10/2023

Drove software development, integration, and instrumentation efforts for the Air Force's premiere Battle Laboratory

- Prepared the DoD for extensive data analysis, automated decision-making, and laid the foundation for efficient software testing using Dockerized microservices in Go, orchestrated through Java and BPMN.
- Mentored 15 junior-level engineers across three teams, spanning multiple projects. These new teammates led to a sustained doubling in the speed of our section's product delivery.

Software Developer, U.S. Air Force, Las Vegas, NV   04/2021 – 09/2022

Member of an eight-member software engineering team aiding in the development and deployment of Flightline applications

- Implemented a base-wide server, cutting 160 weekly work hours for 3,000 users across four critical entities.

Software Developer, Bubble In, Remote   04/2018 - 06/2022

Software developer on team responsible for implementing cloud server features and mobile application development

- Deployed a cloud-based learning management system on AWS, seamlessly interfacing with custom-designed mobile applications for academic use. Leading to enhanced grading and exam experiences through streamlined automation.

Instructional Associate, California State University, San Bernardino, CA   04/2018 - 06/2020

Managed academic instruction in CSUSB's Graduate Computer Science department for Software Engineering

- Conducted tutorials and lab sessions for 90 software engineering students weekly, covering GIT, mobile development, web development, test and validation, and standardized software design practices.

EDUCATION

Master of Science in Computer Science, June 2020 | California State University, San Bernardino   09/2019 – 06/2020
Bachelor of Science in Computer Science, June 2019 | California State University, San Bernardino   09/2015 – 06/2019

ADDITIONAL INFORMATION

Projects: SharkSafeAI (Embedded AI Tracking System) **Awards:** 2022 Team of the Quarter, 2019 Outstanding Graduate Student