Chaz Hampton

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SUMMARY

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

- Implemented cross-functional, multi-platform, front-end applications using React/Redux while defining frontend architecture and best practices.
- 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

Software Engineer, Bloomberg L.P., Remote

05/2024 - Current

Intern with Bloomberg's 7-member BQuant team overseeing full stack development for customer facing platform

• Implemented cross-functional, multi-platform, front-end applications using React/Redux while defining frontend architecture and best practices. Designed, built and deployed new features on a public facing website enabling clients to learn how to develop applications on Bloomberg's BQNT platform.

Engineering Team Lead, U.S. Air Force, Las Vegas, NV

10/2023 - 05/2024

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.

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.

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 customers.

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, interfacing with mobile devices for academic use.

Instructional Associate, California State University, San Bernardino, CA

04/2017 - 06/2020

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

• Conducted weekly tutorials and lab sessions for 90 engineering students covering mobile and web development.

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