

Christopher Boggs

Software Engineer

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Education

University of Michigan – Ann Arbor

Ann Arbor, MI

- B.S.E. in Computer Science Engineering, Dec 2017. GPA: 3.63
- M.S.E. in Computer Science Engineering with focus in Artificial Intelligence, Dec 2018
- Significant Coursework as of Fall '17: Operating Systems, Machine Learning, Computer Security, Web Systems, Data Structures and Algorithms, Computer Organization, Mathematics of Finance, Applied Statistical MethodsII

Experience

Bloomberg L.P.

New York City, NY

Software Engineering Intern – Financial Analytics and Verticals – Mortgages

May 2017 – August 2017

- Developed and designed application to analyze and deconstruct mortgage pool cohorts based on defined filters. Flask micro service with Angular Frontend
- Optimized refinancing incentive curve calculation to 30 seconds per request compared to competitor's 90 seconds
- Refocused and remodeled premium mortgage product based on team and client desires

The Boeing Company

Seattle, WA

Software Engineering Intern

June 2016 – August 2016

- Created and devised Android application with Optical Character Recognition currently being used by all company college recruiters as of Fall 2016
- Built Puppet modules to enforce government regulations on UNIX machines, eliminating need for scripts
- Wrote Angular application to automate inventory tracking and showcase use of Docker within the company

Covenant Eyes

Owosso, MI

Software Development Intern – Windows Client

June 2015 – August 2015

- Improved and expanded existing Windows client in C++ to increase customer satisfaction
- Developed front-end messaging system using SQLite database to notify users of potential upgrades, billing problems, etc. Which increased on-time payments by 20%
- Engineered solutions to expansions such as intercepting traffic, filtering, database management, and image comprehension

Technical Skills

Languages

- Proficiencies: C++; Java; Python; SQL; JavaScript
- Experience with: Haskell; Swift; Matlab; HTML/CSS

Technologies

- Linux; Git; Flask; Angular; Puppet; iOS; Android

Extracurricular Activities

- Active member of Eta Kappa Nu (HKN), an Electrical Engineering and Computer Science Honor Society
- MECC Consulting Group, Consultant
 - Developed season ticket holder acquisition and retention plan for an NFL team
 - Performed competitor analysis and developed market-entry strategy for Imetris Corporation
 - Created member retention and acquisition strategy for A3 Automation
- Raised over \$36,000 for charities as part of Philanthropy Committee for Delta Tau Delta Fraternity, previously Vice Pledge Class President

Personal Projects

- **Investment Advisor** (2014). Calculated moving averages with data from Yahoo Finance API then back-tested with previous trends to advise action and holding periods for stocks. Objective-C (OSX)
- **Chess** (2015). Developed fully-functional chess game with piece objects and inherited properties. C++
- **Tetris** (2016). Recreated classic game, complete with animations, high-scores, and levels. Swift (iOS)