

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 Methods II

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. 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)