

Chris Phillips

Software Engineer

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Languages: Javascript, Python, Typescript, Java, SQL, Bash, HTML/CSS

Frameworks/Runtimes: Node, React, Next.js, Express, Mongoose, Luigi, Django, NestJS

Dev Tools: Git, AWS, Docker, Postman, Jenkins

Databases: MySQL, MongoDB, PostgreSQL, DynamoDB

Tools: Git, Docker, GitHub Actions, Jenkins, Jira, Confluence, Kubernetes, Terraform, Datadog

Experience

Software Engineer | Built Technologies

February 2022 – September 2025

- **Built enterprise financial platform** using TypeScript, NestJS, and React across multiple microservices and micro-frontends, supporting construction lending workflows for thousands of monthly transactions
- **Developed payment processing APIs** with multi-processor integrations, handling real-time payments and reducing transaction processing time by 40%
- **Implemented AWS infrastructure** using S3, SQS, DynamoDB, and Lambda for scalable data storage, improving API response times and reducing operational overhead
- **Built ETL data pipelines** using Python, MySQL, and Docker to transform and standardize 10M+ records, improving data consistency across the platform
- **Employ AWS lambdas** to merge files into SQL databases, ensuring data availability for platform and product suite
- **Migrated database architecture** from MySQL to DynamoDB, implementing event-sourced versioning that reduced storage costs by 60%

Software Application Engineer | Workday

June 2021 – Dec 2021

- **Engineered cross-site integrations** using Java and enterprise libraries, enabling seamless data flow between multiple systems and improving operational efficiency
- **Developed REST and SOAP API integrations** for backend processes, ensuring secure and reliable data exchange
- **Created comprehensive testing frameworks** using XML and SDKs for backend data ingestion, improving validation accuracy and reducing processing errors
- **Applied Agile methodologies** with Jira, Crucible, and GitHub to collaborative for enterprise level software
- **Optimized backend services** using Java and enterprise tools, improving system performance

Software Engineer | Volo Sports

May 2021 – June 2021

- **Built React-based frontend applications** with cross-browser compatibility, serving 10,000+ sports community users with responsive design across mobile and web
- **Developed backend services** using Node.js, Mongoose, and Express MVC architecture, creating scalable APIs that handled 1M+ monthly requests
- **Optimized MongoDB queries connected to GraphQL**, reducing data retrieval times and improving performance
- **Collaborated with UI/UX designers** to create intuitive interfaces, increasing user engagement and experience
- **Implemented real-time features** using WebSocket connections and GraphQL subscriptions, enabling live updates for sports events and community interactions

Software Engineer Immersive Fellow | General Assembly

Sep 2020 – Dec 2020

- **Completed full-stack program**, deploying projects using various frontend and backend languages and tools
- **Led projects from inception to deployment**, ensuring high-quality deliverables
- **Developed resources for classmates**, fostering engagement and collaboration

Education

General Assembly | Remote

October 2020 – December 2020

Software Engineering Immersive

University of North Carolina at Greensboro | Greensboro, North Carolina
Psychology

August 2013 – May 2016