Christopher Bielinski
Software Engineering

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Summary

I am a results-driven professional with over 10 years experience in software engineering and design. I'm proficient with technical project management, system architecture, databases, and web (and mobile) application engineering; additionally, I've got experience optimizing high-traffic sites and building performant web services. I am deeply passionate about the Ruby programming language, web development, creative problem-solving, and the English language. I am particularly focused on the entertainment space: streaming video, games, and rich internet applications.

Employment

Software Architect, Robots + Rockets   2013 - Present

At Robots + Rockets, we build and create products that lead to new companies. Responsible for architecting and developing a platform for rapid design iteration and large scale data analysis with a focus on customer interactions. Helped lead new company initiatives exploring the vast new landscape of mobile and social interconnection points.

Tech Lead, Sleepy Giant Entertainment   2010 - 2013

Directly managed a team of six engineers and built a game management platform that provides management and operational support for video game developers. Responsibilities included architecting the next generation of the platform, developing and optimizing high-traffic websites and high-availability web services. Developed strategic technology and e-commerce components, managed production servers and helped form departmental procedures. Launched numerous production websites for games including projects by Activision, Ubisoft, THQ, Fox Interactive, The Pokémon Company Int'l, and National Geographic. **Professional recommendation available.**

Founding Engineer, Adigami   2009 - Present

Architected an analytics platform with automated data collection, analytics, and reporting for enterprise-level digital media advertising agencies and advertisers. Work included deploying to the cloud, heavy Rails and SQL performance optimization, memory-based caching, and dynamic PDF generation. **Professional recommendation available.**

Sr. Software Engineer, Academic Web Technologies, UC Irvine   2003 - 2006

Designed, implemented, and maintained advanced, enterprise-level web applications to facilitate university students, faculty, and staff communication and learning through a suite of online tools for the Academic Web Technologies division. Primary project was developing a system capable of allowing instructors of varying levels of technological ability to publish web sites and communicate with their students as an integral part of the suite. Additionally, designed and implemented a Rails-powered e-commerce solution for the computer store department of the UCI Bookstore. **Professional recommendation available.**

Sr. Software Engineer, Dillingham Software   2001 - 2003

Developed .NET web applications for client management and authentication. Supported the California state Environmental Protection Agency by dynamically generating images based on California state heightmap

and air quality data. **Professional recommendation available.**

Academics

University of California, Irvine 2008
B.A. English / Information & Computer Science (minor)

Core Skills

Programming Languages	Ruby, JavaScript
Web Development	Amazon Web Services (EC2, S3), Adobe Flex and AIR, Content Delivery Networks, HTML5, CSS3, Node.js, Microsoft .NET, PHP, REST, Ruby on Rails, Sinatra, SQL, NoSQL, ElasticSearch
Concentrations	HD video for the web, advertising analytics, rich internet applications (RIA), video games, web services

Additional Skills

Systems Administration & Deployment	Apache, Capistrano, Microsoft IIS, Mongrel (including clusters), Ruby (sysadmin scripting), Rack, Passenger, memcached
Creative Software	OmniGraffle, Adobe Creative Suite (Photoshop, Flash, Illustrator, After Effects, Audition), Propellerhead Reason, Ableton Live
Development	Eclipse, Flex Builder, Git, Vim, TextMate, Subversion (SVN)
Operating Systems	Unix, OS X, Microsoft Windows
Programming Languages	ActionScript, C++, C#, Java, Objective-C, Visual Basic
Other Frameworks	Papervision3D, MacRuby/HotCocoa, Microsoft XNA Framework, iOS SDK

Open Source Initiatives

Guardian
Modern code quality metrics and static analysis for Ruby
https://github.com/ruby-guardian/guardian

Vtranscoder
FFMPEG wrapper for transcoding and 'publishing' videos to the web.
http://www.github.com/chrisb/vtranscoder

For more projects and code samples, check GitHub (http://www.github.com/chrisb) or LinkedIn (http://linkedin.com/in/bielinski).

Extracurricular & Volunteer

Ongoing participation in Habitat for Humanity.

From 2005-2006 participated in local high school outreach program through UC Irvine that placed undergraduate students in high-school classrooms to teach various subjects including history and English.

Placed 13th (out of 150+ candidates) in the 2008 annual 48-hour Ruby on Rails web development competition. Worked with a team of 3 others to develop our submission: an online wagering/betting game called "uBetcha."

Board member of Internet photo-sharing platform PicMember (www.picmember.com). Actively served as Art Director and subsequently Creative Director during 2006-2008.

Personal References

Cyrus Ghalambor	**Tim Mansfield**	**Jeff Dillingham**
CEO	Director, Development	CEO
Adigami, Inc.	Sleepy Giant Ent., Inc.	DSE, Inc.
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