Christopher Juchem

chrisjuchem15@gmail.com | (516) 305-0563 | linkedin.com/in/chrisjuchem | github.com/chrisjuchem

Work Experience

DataRobot, Boston, MA — September 2019 - Present

Software Engineer – Full Stack Web Development, Platform & Self-Service Teams – *Python/Flask*

- Implemented a registration process for Self-Service accounts currently processing 100+ requests/day
  - Designed automated approval/rejection system with admin interface for managing logic
  - Developed automation to provision accounts across applications and add records to Salesforce
- Integrated external login system with existing applications using OIDC & SAML, serving 5,000+ MAU
  - Managed incremental migration of 20,000 enterprise customer accounts onto this external system
- Architected Self-Service account portal using Flask, React, and Docker, allowing users to manage their profile and account information in a central location and automatically sync it with other applications
- Expanded RBAC system permissions and added the ability for customer admins to define their own roles
- Wrote standardization guidelines to enable consistent user experience across a suite of API client libraries in multiple languages

Alignable, Boston, MA — July 2017 - December 2017, May 2018 - August 2018

Software Engineering Co-op – Backend/Full Stack Web Development – *Ruby on Rails*

- Managed a tagging system for user accounts with over 4,500 tags utilized for search and marketing
  - Collaborated with Product Stakeholders to organize tags into a logical hierarchy
  - Built UI to allow users to find tags, add them to their profiles, and organize them into categories
  - Developed API and internal web portal to facilitate the addition of new tags into the hierarchy
- Created a website scraping tool that added new information to 50% of existing user profiles and increased prevalence of pre-filled web addresses on new users' profiles by 25%
- Developed an automated system for flagging connection-spamming users for admin review
- Leveraged Facebook network data to automatically connect over 45,000 users with high affinity
- Created a system allowing new users to request to join existing accounts to reduce duplicates on the site
- Built admin interfaces for a variety of teams' needs, e.g. managing spam, viewing region saturation stats

Technical Knowledge **(In approximate order of proficiency)**

Languages: Python, Ruby, Java, Javascript, C++, C#, SQL, Go Frameworks: Flask, React, Ruby on Rails

Tools: Git, Linux, PostgreSQL, Docker, Auth0, Jira, Heroku, Unity, Mongo, Unreal Engine, AWS, Jenkins

Education

Northeastern University, Boston, MA — September 2015 - May 2019

Bachelor of Science in Computer Science and Game Development, Summa Cum Laude — GPA: 3.924 / 4.0

Related Courses: Software Development, Computer Systems, Algorithms (Graduate Level), Networks and Distributed Systems, Computer Graphics, Game Artificial Intelligence, Building Game Engines, Theory of Computation, Object-Oriented Design, Programming Languages

Honors: Dean's Scholarship; Dean's List: All 7 Semesters (Fall 2015 - Spring 2019); Honors College

Projects

- *Eternal2D*: 2D game engine with python scripting support and a separate level-building program (C++)
- *8-bit computer:* Breadboard kit with custom RAM expansion and bytecode (hardware, C, *in-progress*)
- *Node: Gravity Waves*, 2D physics puzzle game, created in a large team (Unity/C#, *Global Game Jam 2017*)
  - MassDiGI Game Challenge 2017: Awarded 1st runner up for College Alpha, Awarded Best Design
- *If At First*: Turn-based RPG, designed to be replayed many times as a single experience (Unreal Engine)
- *CakBot*: Chat command bot for Discord that allows users to create custom commands (Ruby)