

Work Experience

Snap Inc.

November 2021 – August 2022

- Worked on the caching-infra team to provide fast, reliable caching to Snap's internal teams
- Upgraded legacy code to work with the KeyDB database
- Deployed KeyDB servers to Kubernetes clusters for use across the organization

EQ Alpha Technology Ltd.

November 2020 – November 2021 (acquired and integrated by Snap Inc.)

- Developed features and fixed bugs for KeyDB, a multithreaded fork of Redis
- Communicated updates to the open source community, including managing issues and pull requests on GitHub

Seamatica Aerospace Ltd.

May 2019 – March 2020

- Architected and developed mapping software to process location information from sensors and display to users
- Designed a user interface using UX concepts to optimize ease of use while maintaining functionality
- Designed a network protocol wrapper to transfer up to hundreds of data points from multiple sources and process them efficiently

Verafin Inc.

May 2017 – August 2017, January 2018 – April 2018,
September 2018 – December 2018

- Worked with Deposit Fraud team to develop solutions to prevent cheque kiting and cheque fraud
- Identified and classified bounced cheques based on return reason
- Developed ETL-based procedures to process raw transaction and demographic data from banks and credit unions
- Performed code reviews to ensure other team members' code followed clean code practices
- Led project to work with specific customer to solve problems they encountered with the Verafin app

Rutter Inc.

January 2016 – April 2016, September 2016 – December 2016

- Improved in-house radar simulation software used by developers to test radar imaging without access to physical radar unit
- Performed general bug fixes and maintenance on server and client software

- Upgraded radar viewing software with DirectX graphics for greater compatibility with potential customer base
- Reviewed bug reports and small code changes

Memorial University

May 2015 – August 2015

- Provided in-person technical support to students and faculty
- Developed solution for LabNet system to attach user drives and set up printers on login

Projects

Cojiro

- <https://cojiro.app>
- Web app that provides an interface to play through The Legend of Zelda: Ocarina of Time Randomizer seeds (point-and-click maps, chests, items, etc.)
- Built with the T3 stack (React, TypeScript, Tailwind CSS, tRPC, NextJS, Prisma)
- Deployed using Vercel CI/CD and Railway hosting

More on <https://christianlegge.dev>, my personal website

Education

Bachelor of Engineering: Computer Engineering

Memorial University

September 2014 – May 2019

- University Medal for Academic Excellence in Computer Engineering

Technical Skills

Languages

C++, C, Python, C#, TypeScript, JavaScript, CSS, HTML, Java, QML, MATLAB, Haskell, Dart, PHP

Frameworks

ReactJS, NodeJS, Prisma, Tailwind CSS, Angular, ExpressJS, Windows Forms, Flutter, jQuery, p5.js, Laravel, tkinter, DirectX

Concepts

Web rendering (CSR, SSR, SSG, ISR), functional programming, developing against APIs, OOP, agile development, version control, UX, web development, unit testing, cybersecurity, continuous integration, debugging, database management, mathematics, clean code, optimization