

Christopher Haas | Software Engineer

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SUMMARY

Software Engineer with 5 years of experience in full-stack development across enterprise and startup environments. Currently optimizing high-traffic java-based systems in the AWS ecosystem handling millions of transactions for the configuration of L4 networking products, with a passion for building scalable, high-performance solutions.

SKILLS

Programming Languages: Java, Python, Ruby, SQL, Bash, Swift, React Native, HTML/CSS, Typescript, JavaScript, Liquid

Tools & Platforms: AWS ELB, EC2, CloudFormation, IAM, Cloudwatch, S3, Route53, RDS, QLDB, Git, Heroku, Expo, Redux, Rails, XCode, Firebase, Shopify, MySQL, Redis, Google Analytics, Stripe

WORK EXPERIENCE

Software Development Engineer @ AWS - Network Load Balancing Control Plane Team *April 2022 – Present | Seattle, WA*

Tech Stack: Java, Spring, Python, QLDB, localMySQL, CloudWatch, Bash, AWS

- Adapted and zonally isolated the existing NLB deletion logic to mitigate risks during rollout while also expediting delivery in order to meet a critical customer deadline for a highly anticipated [feature allowing users to remove availability zones from existing NLBs](#), ultimately enabling customers to reduce operational costs and overhead of maintaining unused resources.
- Transformed an existing beta feature's design and served as the team's sole developer of an automated workflow for [NLB on-demand capacity reservation](#), allowing enterprise customers to preemptively secure network bandwidth for high-traffic events. Collaborated with internal dependency services to iterate through the various constraints of handling large provisioning orders and escalated key design changes to product management to craft a viable customer experience ahead of the official launch at AWS Re:Invent conference 2024.
- Led the design and served as the team's sole implementer of AWS Route 53's ARC [Zonal Shift integration for NLBs](#), enabling seamless traffic redirection by availability zone—adopted by over 500K NLBs. Coordinated with five teams to deliver a rollout plan involving a backfill and migration of hundreds of thousands of users to an opt-in model with an automated monitoring and rollback system triggered in the event customer behavior regression detected.
- Built a resource auditor which identified \$1M ARR in leaked resources. Designed a cleanup mechanism to release unused resources while guaranteeing 100% safety to inflight production workflows.
- Diagnosed and resolved issues in high-pressure, ambiguous situations - requiring advanced on-the-spot debugging and root-case analysis —while also working to address systemic and noisy issues that previously generated 100+ weekly pages which now averages less than 35.
- Led the testing and enablement of 12 public-facing features and multiple internal service upgrades in government-isolated regions, ensuring compliance, observability, and code parity across all deployments while adhering to strict change management protocols.
- Organized and optimized CI/CD pipelines using CloudFormation and CodeDeploy for over 100 deployment stages across 20+ internal services, balancing rapid software delivery with safety by isolating complex environments and ensuring smooth rollouts.

Tech Consultant and Founding Member @ Old Salt Coffee Company

August 2020 – Present | Remote

Tech Stack: HTML/CSS, Javascript, Liquid, AWS S3, Heroku

- Designed, developed, and provided technical guidance for the e-commerce platform built on Shopify's Liquid, supporting an average of \$25k+ in monthly sales.
- Engineered and optimized an automated sales pipeline, seamlessly integrating order fulfillment across multiple sales channels, the e-commerce platform, and partner integrations to ensure accurate and efficient delivery by various fulfillment partners.

EDUCATION

B.S. in Information Systems, B.S. in Civil Engineering @ Carnegie Mellon University

May 2021 | Pittsburgh, PA

Minor in Business Administration | Elected varsity football team captain

PROJECTS

Bubbls - Virtual Pet Cross-Platform App

Tech Stack: Typescript, React Native, Redux, CSS, Expo, Stripe, Admob

- Built a React Native game through a mobile and web app with Expo to manage a virtual pet on users' devices.
- Utilized Redux for state management, AsyncStorage to persist state locally, and in-app payment processing thru Stripe SDK.