

CRAIG LEWIS

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EDUCATION

University of Waterloo

Bachelors of Computer Science Honors with Distinction

September 2017 - December 2021

SUMMARY OF QUALIFICATIONS

Languages	Go, Python, Java, JavaScript, TypeScript, C, C++, PHP, SQL, Racket, Bash, HTML, CSS
Frameworks & Tech	Spring, Kafka, React, D3, Redux, gRPC, GraphQL, Node.js, Express, Django, Ember.js,
Database & Pipeline	MongoDB, MySQL, PostgreSQL, Bigtable, Apache Beam, Memcached, Elasticsearch
Tools	Git, Docker, Cypress, Envoy, Jest, Enzyme, AWS, GCP, Fastly, Unix Shell, Unity, Jenkins

EXPERIENCE

Riot Games

April 2024 - Current

Senior Software Engineer

Los Angeles, CA

- Architected a **Spring** Service, distributing **2 million** rewards daily to players impacted by disruptive behavior in game

Riot Games

March 2022 - April 2024

Software Engineer

Los Angeles, CA

- Engineered services for the Behavioral Systems Team on League of Legends to detect and punish disruptive players
- Tech lead the player experience to onboard Vanguard anti-cheat onto League of Legends including creating and maintaining sessions, match termination and punishment on detection of a cheater
- Prototyped and pioneered the migration from an in-house **Java** framework to **Spring Boot** for all League Services

Riot Games

May 2021 - August 2021

Software Engineer Intern

Remote

- Designed and implemented a social leaderboard using **Ember.js**, **C++** and **Java** allowing League of Legends players to compare their position in the competitive ladder to others in their friend list
- Architected and developed a new restriction used to penalize disruptive players and encourage behavior improvements

Facebook

January 2021 - April 2021

Software Engineer Intern

Remote

- Shifted Instagram's shopping tab integrity checks upstream, added concurrency using **C++ folly** and queried monetization information directly from the database, reducing latency by **100ms** and decreasing fetch counts by **16%**
- Built a pipeline in **Django** to deliver flagged media to reviewers for evaluation and updating users' monetization status
- Migrated core Instagram commerce and shopping endpoints from **Thrift** to **GraphQL**

Google

May 2020 - August 2020

Software Engineer Intern

Mountain View, CA

- 🔗 Designed and implemented a full-stack application with **Python**, **gRPC**, **Typescript** and **React** to search, parse and visualize metrics associated with tests run on Google hardware
- 🔗 Integrated **D3.js** with **React** and published an npm library of components to visualize side channel analysis data

Postmates

September 2019 - December 2019

Software Engineer Intern

San Francisco, CA

- Developed a custom checkout integration using **Go** and **React** for Old Navy online orders fulfilled by Postmates' fleet, generating **\$20,000** of delivery revenue weekly
- Migrated existing consumer facing RPC endpoints to **GraphQL** in **Go** by constructing schemas and resolvers
- Modified pipelines using **Apache Beam** and **Elasticsearch**, integrating new properties to merchant's feed rankings

Vidyard

January 2019 - April 2019

Software Developer Intern

Kitchener, ON

- Migrated Vidyard's player from **VideoJS** to a **React**, **Redux**, **TypeScript** player reducing payload size by **52%**