

Chris Bentivenga

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Overview Highly experienced full stack software engineer, seeking new Seattle-based opportunities

Work*

Stripe

July 2019 to
Present

Software Engineer - Cash Reporting

- As a member of the Cash Reporting team, I am responsible for a processing critical data from bank transaction/balance reports (SWIFT/BAI), and making that data available for internal partners.
- As a senior member of the team, I am currently leading an effort to safely migrate report processing from a legacy processing pipeline to a distributed, SOA pipeline.
- As a result, we have begun to safely migrate several reports, increasing SLA compliance, reducing processing time by hours, enabling Stripe to meet it's increasing regulatory burden.

Software Engineer - Support Products

- Tech lead for the data migrations workstream. This effort supported users as they migrated highly sensitive information on and off of Stripe's platform in a complaint manner.
- Lead developer and main contributor on a project supporting the migration of BACS direct debits to Stripe, supporting the acquisition of large EU based customers.
- Architect and lead developer of a new distributed, SOA based migration approach; replacing a slow and operationally intensive script based approach. Currently used in support of BACS migrations.
- Contributor to the support.stripe.com redesign.

Lyft

June 2016 to
June 2019

Full Stack Engineer - Open Platform Team

- Lead frontend developer for Lyft's Open Platform initiative, which allowed vehicles to participate in the world's largest public autonomous pilot (Las Vegas).
- Responsible for designing, architecting and building frontend tools to facilitate operational needs of fleet (I.E real time insight into fleet health and performance), enhancing R/D speed safely.
- Additional details covered by NDA.

Full Stack Engineer - Internal Productivity

- Frontend tech lead for the team. Was the primary interface with partner teams for both requirements management and ongoing support needs for several projects.
- Projects owned included an internal corporate directory, auto-generated documentation site and compensation dashboard.

Frontend Engineer - Observability

- Maintained Lyft's internal Grafana instance, developed a custom Grafana plugin to improve integration with our stats vendor, Wavefront.
- Developed an internal portal for surfacing infrastructure events from various services to support live site issues (Envoy metrics, Jenkins deploys, PagerDuty alarms).
- Supported other teams in creating alarms and dashboards for their services.

Microsoft

June 2013 to
April 2016

Software Engineer II - Gig Jam

- Created a multi-platform application using web technologies (TypeScript, KnockoutJS, HTML, LESS, Cordova) and native platform extensions (Cordova plugins).
- Developed infrastructure to support our cross platform development needs, ensuring that the entire team could develop for iOS in a Windows heavy environment.
- Managed two contingent developers.

SDET/SDE - Enterprise Client Management Team (Configuration Manager and Intune)

- Worked on ensuring quality releases of Intune, especially on-prem to cloud migration scenarios.
- Created a tool for developing N-many custom test applications.

Skills

Experienced: Ruby, React, TypeScript/JavaScript, Python, Git, AWS, Envoy
Familiar: Webpack, C#, PowerShell, Salt/Puppet/Terraform, Azure

School

Rochester Institute of Technology

2009-2013

B.S. in Software Engineering, Minors in Computer Science and Psychology

Awards

Boy Scouts of America

Work history abbreviated for space. For full work history, see [linkedin.com/in/chrisbenti](https://www.linkedin.com/in/chrisbenti)

Earned 2006