Christopher Guthrie (Chris)

Versatile programmer with a preference for iOS & macOS app development

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Education

Stanford University 2011-2015

- **B.S. Computer Science** with a focus on Information
- 1 year as an editor for Stanford Undergraduate Research Journal
- 1 year as an Officer for the Business Association of Stanford Entrepreneurial Students, 1 year as a Vice President
- 1 year as a Consultant for Stanford Consulting, 1 year as an Assistant Project Director
- Notable classes: Math 171 (Analysis), CS 229 (Machine Learning), CS 161 (Algorithms), CS 246 (Mining Massive Data Sets), CS 224U (Natural Language Understanding)

C, C++, Python, Java, R, Matlab, SQL, Ruby on Rails

Experience

App Development Projects April 2018-

After spending three years traveling and exploring personal interests, I returned to my hometown of Boulder, where I created a web-app and an iOS app (see Work Samples below).

MongoDB/Node/Express, React.JS, Redux, Swift/iOS

Lightspeed Venture Partners Summer Fellowship June 2014-August 2014

Startup Co-founder – With 4 others, attempted to take a software project out of the classroom and into the market. The project was a mobile app to allow local service businesses like restaurants and bars to advertise just-in-time happy hours and other special deals.

Python/Django and Backbone.JS

Google June 2013-August 2013

Software Engineering Intern – Built scalable machine learning system to infer hotel amenities from online hotel reviews. Produced strong accuracy metrics.

C++

Cloudera June 2012-August 2012

QA Engineering Intern – Expanded test automation for Cloudera's Distribution of Hadoop.

Java, Hadoop

Work Samples

playtree.tv is a React web-app featuring embedded outdoor/adventure videos from Vimeo.

Story Mail is an early-version photo-sharing app for iOS. It's available through the App Store.