

# CHRISTOPHER DAVIS

☎ 508-210-6959 ✉ [chcdavis@umich.edu](mailto:chcdavis@umich.edu) [in linkedin.com/in/chcdavis](https://www.linkedin.com/in/chcdavis) [github.com/chrsdavis](https://github.com/chrsdavis) 🏠 [chriscdavis.com](https://chriscdavis.com)


## EDUCATION

<b>University of Michigan</b> <i>Master of Science in Computer Science</i>	Expected May 2026 <i>Ann Arbor, MI</i>
<b>University of Michigan</b>   LSA Honors <i>Bachelor of Science in Honors Mathematics, Computer Science</i>	Expected May 2025 <i>Ann Arbor, MI</i>
<b>Coursework:</b> Algorithms, Honors Real Analysis, Networking, Topology, Computer Vision, Probability Theory, Advanced Operating Systems, Stochastic Processes, Honors Algebra	GPA: 3.75/4.0

## EXPERIENCE

<b>Google</b> <i>Software Engineer Intern</i>	May 2024 – Aug 2024 <i>Seattle, WA</i>
<ul style="list-style-type: none"><li>Created Google Home Platform update service, increasing access by over 350 million 3rd party smart-home devices. Implemented daemon in C++ to request, decompress, and dynamically link new runtimes for 3rd party devices, enabling on-demand updates independent of platform and manufacturer release schedules.</li><li>Developed C++ libcurl HTTP client to manage device telemetry and interface Chromium update infrastructure.</li><li>Achieved 65% reduction in application binary size by developing lightweight zip archive compression and XML C libraries, in addition to leveraging Linux system calls.</li></ul>	
<b>University of Michigan Radiological Health Engineering Lab</b> <i>Algorithms Research Assistant</i>	Oct 2021 – Present <i>Ann Arbor, MI</i>
<ul style="list-style-type: none"><li>Conducted algorithms research to engineer a UAV capable of autonomously localizing sources of radiation.</li><li>Developed particle filter based and convolutional neural network informed reinforcement learning approaches.</li><li>Received the GLHPS 1<sup>st</sup> place Marie Curie Award with \$1,000 prize for best Nuclear Engineering research.</li></ul>	
<b>Amazon Web Services</b> <i>Software Development Engineer Intern</i>	May 2023 – July 2023 <i>Seattle, WA</i>
<ul style="list-style-type: none"><li>Created native AWS service to automate builds for security clearance regions, reducing deployment time by 63%. Built backend in Python using API Gateway, S3, Lambda, and DynamoDB.</li><li>Developed streamlined Python CLI for backend to further improve quality of life for security cleared engineers.</li><li>Won 1<sup>st</sup> place MLU Champion award in AWS AutoGluon machine learning competition out of 350 interns.</li></ul>	
<b>Amazon Web Services</b> <i>Propel Software Development Engineer Intern</i>	May 2022 – Aug 2022 <i>Seattle, WA</i>
<ul style="list-style-type: none"><li>Engineered a full stack native AWS web portal to manage and host weekly operational metrics for an organization of over 2,000 engineers, as well as the ability to review and page individual teams.</li><li>Constructed front-end in React, with a Typescript and Python back-end leveraging DynamoDB for storage.</li></ul>	

## EXTRACURRICULAR EXPERIENCE

<b>Quantitative Investment Society</b> <i>President</i>	Sep 2021 – Present <i>Ann Arbor, MI</i>
<ul style="list-style-type: none"><li>Spearheaded quant finance club as President, guiding 40+ students in building fully automated trading strategies.</li><li>Developed automated trade execution pipeline on AWS EC2 using optimized C++ request parser.</li><li>Directed projects including a trend extraction library, pairs trading, and an event-driven data scraping.</li></ul>	
<b>UofM International Collegiate Programming Competition Team</b>	Sep 2021 – Present
<ul style="list-style-type: none"><li>Demonstrated proficiency in algorithms and C++ to three-times represent the University of Michigan at the ICPC.</li></ul>	
<b>Nintendo Entertainment System Emulator Project</b>   C++ 	Jun 2021 – Present
<ul style="list-style-type: none"><li>Created fully functional NES emulator in C++ capable of playing genuine NES videogame ROMs.</li><li>Emulated MOS 6502 CPU with NES PPU background/sprite rendering, RAM, cartridge ROMs and mappers.</li></ul>	

## SKILLS & HONORS

**Languages:** C++, C, Python, Julia, Java  
**Libraries:** Chromium, Libcurl, Tensorflow, Thrust, OpenCV, OpenGL, pwn tools, ZLib, Qt, Eigen, OpenMP  
**Technology:** CUDA, Ghidra, AWS Lambda, DynamoDB, SageMaker, ROS, GDB  
**Honors:** Sophomore Honors Award | University Honors 2021-24 | Eagle Scout, four Palms