

Chris Hildebrand

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Languages Python, Ruby, Elixir, Javascript, Go, PHP, C#, C++, Java, Elm
Frameworks Rails, Django, Phoenix, Sinatra, Grape, Flask
Systems AWS, Docker, Ubuntu, OSX, Windows
Databases Postgresql, Mysql, MongoDB, Couchbase, Redis

Experience **Lead Software Engineer @ Scientific Games Corporation**

Jan 2013 - Nov 2016

- Led and mentored peers across several products and technologies
- Worked with stakeholders to design and develop productivity tools
- Created games with flexible rule sets
- Developed product features and built architecture
- Coordinated tasks with remote offices

Software Consultant @ Iron Ninja Technologies

6 week contract Jun 2016 - Jul 2016

- Designed, setup, and deployed all aspects of server architecture
- Led the team creating the product API and underlying model structure
- Built a robust data generation tool for integration testing

Software Engineer @ Trustwave Holdings

May 2011 - Jan 2013

- Integrated security tools into a cohesive product
- Created an automated regression framework
- Worked closely with teams in Spider Labs
- Trained and led a small team

Software Developer @ Business Logic Corporation

Jan 2006 - May 2011

- Designed and implemented a custom CMS application
- Created an API for external programs
- Deployed, tested and maintained several live applications
- Worked with financial experts to implement analytical algorithms
- Directed several applications through the product life cycle
- Mentored and trained new developers

Software Developer @ Digonex Technologies

Oct 2003 - Dec 2005

- Designed and built multiple systems using Java web solutions
- Created several applications to automate testing
- Worked with designers to renovate website
- Integrated projects with third party services and programs

Education **Rose-Hulman Institute of Technology**
Bachelor of Science, Computer Science