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CHRIS P. PERKINS

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EMPLOYMENT

Siemens, *Software Engineer, Intern* **Spring 2017 – Spring 2018, Fall 2018 - Present**

- Developer and maintainer of 18 mobile applications.
- Creator of an IoT sensor monitoring application for Siemens MindSphere.
- Front-end developer of an iOS issue-reporting application for technicians.
- Redesigned and reworked the interface for an iOS emergency phone calling application.
- Implemented and presented an SSL Pinning proof-of-concept.
- Created a virtual reality engine assembly training demo using an HTC Vive and LEAP Motion.
- Created a mixed reality turbine blade damage-inspection demo using an HTC Vive and LEAP Motion.
- Created a native iOS augmented reality application for marketing using ARKit.
- Created an Android application to stream 360° YouTube videos in virtual reality environments.
- Created an internal iOS barcode and QR scanner with external Bluetooth scanner support.

Amazon, *Software Development Engineer Intern, S3* **Summer 2018**

- Created a unit-tested system to automate the process of evaluating access ratio thresholds where objects should be moved between different S3 storage classes to optimize customer savings.
  - The system found a threshold where cost savings totaled over $100,000,000 for 10,000 customers over 100 days.
  - Created a peer-reviewed design specification which documents the components and libraries of the system.

Lockheed Martin, *College Student Technician* **Summer 2016**

- Worked on the JASSM Cruise Missile.
- Located and/or fixed over 20 vulnerabilities in my assignment.
- Updated automatic unit testing scripts and reference documents with every change made.
- Held interim security clearance.

EDUCATION

University of Central Florida, *Orlando, FL* **Fall 2015 – Spring 2019**

- B.S. in Computer Science, May 2019. Overall GPA 3.76
- Burnett Honors College student; Accelerated B.S. to M.S. Student; EXCEL Student
- Undergraduate Coursework: Programming Languages, Processes of Object-Oriented Programming, Computer Architecture, Computer Science II, Discrete Structures II, Calculus III, Physics III

TECHNICAL EXPERIENCE

Projects

- **Pocket Change**: Enact change using the phone in your pocket. Pocket Change is an app that shows bills recently introduced to congress and provides summaries, keywords, and classifications of bills using natural language processing for easy user digestion. The user's state representatives are retrieved using Geocoding so the user can open dialogs with their representatives effortlessly. 2nd place out of 75 teams in KnightHacks 2019.
- **Lifting Buddy:** A published iOS application under ongoing development with over 1000 unique downloads. This application allows the user to customize exercises and track progress using "progression trackers".
- **Gun Ho:** A published iOS augmented reality tower-defense game for both iPads and iPhones.
- **eyeBot:** An iOS image-recognition application that allows the user to identify an object. Label training is updated in real-time with every scan allowing for grassroots label training.

Other Accomplishments

- **Congressional App Challenge Mentor:** Mentored students in iOS development using Objective-C and Swift.
- **FIRST Robotics Mentor:** Mentored high school students on an object-detection implementation.
- **Codeforces Solutions:** Completed 500 programs (top 1% of all users) to learn Python.
- **Machine Learning Course:** Completed Andrew Ng's Machine Learning course hosted on Coursera.

Languages and Technologies

- Objective-C; Swift; Python; React; JavaScript; HTML; CSS; Java; Kotlin; C#; C; Golang
- Git; Unity; XCode; Android Studio; IntelliJ; CocoaPods; Visual Studio; AccuRev