

Christopher Pettyjohn

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EXPERIENCE

Lead Engineer

July 2023 - Present

Mars, Newark, NJ

- Designed and implemented a service that calculates order delivery dates in under 40ms, improving processing speed, enabling better order prioritization, and optimizing inventory management.
- Coordinated with stakeholders and teams to manage timelines and requirements, ensuring timely delivery of key features and improving cross-team collaboration.
- Developed an automated image processing service for print shops, reducing manual intervention by 85% and streamlining custom packaging production.
- Utilized CommerceTools, Amplience, and AWS to ensure 99.9% uptime and improve response times, supporting high-volume e-commerce platforms.
- Built and optimized microservices using Node.js, Java, and Python, reducing latency by 20% and improving the user experience.

Senior Engineer

July 2022 - July 2023

Apple, Cupertino, CA

- Built scalable, intuitive front-end apps handling thousands of data points and complex simulations.
- Built and maintained a reusable UI component library used across hundreds of applications within the organization, improving development efficiency and consistency.
- Improved application performance by optimizing rendering processes and reducing load times by 40%, ensuring a seamless user experience during peak usage.
- Collaborated with cross-functional teams to integrate frontend features with backend services, boosting responsiveness and scalability.

Senior Engineer

July 2021 - July 2022

Nike, Beaverton, OR

- Developed a warehouse management service to automatically manage inventory and reorder production materials, reducing stock shortages by 25% and improving supply chain efficiency.
- Built scalable microservices and RESTful APIs using Node.js and Java, increasing system capacity to handle 20% more warehouse transactions.
- Optimized NoSQL databases DynamoDB for real-time data processing, improving operational throughput by 35% in high-volume environments.
- Implemented CI pipelines, reducing deployment times by 30% and improving feature release cycles.
- Enhanced database performance by 30% through advanced MySQL query tuning and index management, speeding up data retrieval and boosting system responsiveness.

Software Engineer

Dec 2019 - July 2021

Drive Social Media, St. Louis, MO

- Collaborated with the CEO and CTO to define long-term business requirements and translate into actionable technical goals, directly shaping the platform's strategic direction.
- Led a team of five engineers, building the core platform, including multiple microservices, client dashboards, business dashboards, and an ad builder, using Laravel, PHP, Node.js, Vue, and React.
- Developed scalable cloud-based solutions, improving platform performance by 800% and increasing user retention by 240%.
- Built and optimized CI/CD pipelines with Jenkins and GitLab CI/CD, reducing deployment times and accelerating feature releases.
- Delivered key features that contributed to acquiring 1,000 new clients, generating an estimated \$25 million in annual revenue, significantly boosting company growth.

Founding Engineer

July 2015 - Nov 2019

Impending Success LLC, Chicago, IL

- Founded and led the business, collaborating directly with clients to gather requirements, design custom web applications, and deliver tailored solutions using Angular, React, Node.js, and Laravel.

- Provided long-term maintenance and support for client websites, ensuring 99.9% uptime and offering ongoing enhancements to meet evolving business needs.
- Managed system administration on Linux servers, optimizing infrastructure performance and ensuring high availability for critical applications.
- Delivered e-commerce platforms that boosted client sales by 40%, and mobile-friendly applications that increased mobile user adoption by 60%.

Full Stack Developer

Jan 2014 - Jan 2016

Edgar County Humane Association, Illinois

- Collaborated closely with the owner and board members to discuss the long-term vision for the organization's digital platform, ensuring alignment with goals and expanding community outreach.
- Engineered a custom adoption portal using Angular and Node.js, driving a 72% increase in user engagement and a 55% rise in successful adoptions within the first year.
- Designed a mobile-optimized, user-friendly interface that boosted registrations by 65% and volunteer sign-ups by 58%, significantly growing the platform's user base.
- Developed secure APIs and integrated a payment gateway, reducing form submission errors by 45% and improving payment processing efficiency by 68%.

PROJECTS

Archangel RPG *Java, Hibernate, Typescript, Websockets, React, NodeJS, PixiJS* <https://github.com/chrismpettyjohn>
 Developed Archangel RPG, a distributed MMO with a custom-built client and server, featuring immersive role-play, quests, boss battles, factions, and a rich, interactive world.

Simpd *Typescript, NodeJS, Websockets, NextJS, Postgres, Kafka, Redis* <https://github.com/chrismpettyjohn/Simpd-MVP>
 Developed Simpd, a subscription-based content platform with a scalable distributed architecture and optimized server-side rendered frontend for high performance and user experience.

SKILLS

<i>Programming Languages</i>	Typescript, Javascript, Java, PHP, C
<i>Frontend</i>	React, Vue, NextJS, React Native
<i>Backend</i>	NestJS, Laravel, SQL, Redis, Kafka, REST API, GraphQL, gRPC
<i>AWS</i>	/ Lambda, DynamoDB, EC2, ECS, Kubernetes, CodePipeline, S3, Cloudfront, RDS, Elastic Beanstalk,
<i>Cloud</i>	
<i>SQS</i>	
<i>Tools</i>	Amplience, Commerce Tools, Layer0, Cloudfront, Netlify