Chris Cameron

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Bachelor of Computer Science @ LU 2007

For over a decade I’ve been striving to become a strong software developer and leader. I quickly adapt to new technology stacks and am comfortable working remotely, in-office, or on-site. My favourite projects to work on involve applied algorithms work and especially impressive visualizations. I’m a dedicated life-long learner and am seeking a new role in software development and/or team leadership.

I’m experienced in Ruby on Rails, JS, Python, C/C++, Docker, Redis, PostgreSQL, Heroku/AWS, and Qt. I have less experience with the MS stack of C#, Azure, ASP.NET, MSSql. I’ve made use of Java, Go, and OpenGL before. Some paradigms I’m familiar with are desktop, web, REST API, multi-thread/process, message passing, distributed, cloud, and low memory.

### Younility - Software Development Manager Sept 2013 – Aug 2018

Core contributor and manager of mobile, web, api, QA, and devops

* Designed/developed web app and RESTful API in Ruby on Rails, JS, Postgres
* Architected enterprise integration with Ericsson’s Adaptive Inventory (EAI)
* Implemented changes for test driven development, zero downtime, and CI/CD
* Proposed and completed two successful projects with IRAP; filed SRED technical reports
* There was a lot more and Younility was a team effort I am very proud of

### BlackBerry QNX – Embedded Developer Oct 2011 – Sept 2013

C and C++ code for BB10 middleware

* Developed C and C++ code for camera, screen capture, image libraries and codecs
* Developed a hardware JPEG codec for a Samsung processor
* Developed and maintained automation test code for camera manufacturing team
* Maintained ports of libtiff, libpng, giflib, libjpeg, et. al., and ported Google’s libwebp

### Objectivity - Lead Developer Mar 2010 – Oct 2011

Python, C++, Qt, OpenGL and SQLite code for desktop and cluster computing.

* Created Genetic Algorithms and Rules Engines for Ventilation and Drillhole Optimization
* Designed and developed desktop apps with 3D navigable mines by integrating huge datasets like SimMine, mine infrastructure, mineralogy, ventilation flow, and drillhole data

### Mirarco – Software Developer Jan 2008 – Mar 2010

C, C++, Java, and Python code for desktop and cluster computing

* Developed for ParaViewGEO, a 3D mining, exploration, and geological package
* Created and reverse-engineered file readers/writers for use in ParaViewGEO (files like mine infrastructure, LIDAR, GeoTiff, magnetics)
* Developed plugins for ParaViewGEO which used message passing (MPICH2) and other parallel techniques. Examples include point cloud surface reconstruction and visualizing quadric clustering of microseismic deep mine data
* Developed for SOT, a Genetic Algorithm that creates optimal mine activity schedules running on headless clusters or unattended in a computer lab