

Christian Eilers

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EXPERIENCE

Guidewire

San Mateo, CA

Software Engineer Intern

June 2023 - August 2023

- Significantly enhanced reliability and readability in an extensive 2+ million lines **backend** codebase in **Java** and **MySQL** database, ensuring its continued robustness and functionality
- Initiated 40+ **Unit** tests leveraging **JUnit** and 50+ **Integration** tests utilizing **Groovy** and Guidewire's internal **HTTP framework**, resulting in a significant 40% reduction in integration-related issues
- Built and executed 20+ End-to-End (E2E) tests utilizing **Selenide**, integrated with **Twilio API** for comprehensive workflow validation, contributing to a more stable and complete system

Sinch

Antwerp, Belgium

Software Engineer: Voice

March 2022 - August 2022

- Revolutionized the voice engine backend, migrating from **Typescript** to **GoLang**, and scaling the number of concurrent voice-calls from an original 2 to 60 per pod in the **Kubernetes** Cluster. Employed **MongoDB** and **TimescaleDB**. Reduced memory usage per pod from 500mb to 20mb
- Designed and developed the **GoLang Call Pod Orchestrator** for the voice engine, revolutionizing call distribution and enabling seamless automation, leading to a remarkable **500% revenue increase** by facilitating scalable client expansion
- Innovatively crafted an **E2E Load Generator Test** in **GoLang** and **Typescript**, executing **data streaming** and subsequent processing to ensure audio quality correctness. Engineered **CI/CD pipelines** for automated quality checking, reducing load test times by 90%

Ethereal (Part Time)

Remote

Software Developer

March 2015 - March 2020

- Designed a **micro-transaction** system in **Java**, with a reward-based system to attract customers into buying game-cosmetics, improving revenue by 80%. Served up to **300 unique daily users**, ensuring 24/7 availability
- Pioneered the development and deployment of automatic scaling and orchestration using **Python**, increasing the capacity of independent containers managing gaming servers by an impressive 80%. Additionally, optimized data-gathering through **MySQL** indexing, resulting in a 30% reduction in data retrieval times.

EDUCATION

Carnegie Mellon University

Mountain View, CA

Master in Software Engineering. 3.9/4.0 GPA

December 2023

- **Relevant courses:** Cloud Computing, Software Verification and Testing, Introduction to Embedded Systems, Security of Networked Systems, Foundations of Software Engineering
- **Graduate Research Assistant** developing a **language-agnostic** Framework in **Java** for **SAGA** Transactions leveraging **gRPC**. Led research team for **framework** education and **microservice** implementation
- **Teaching Assistant** in 15619 - Graduate Cloud Computing showing best practices in **Azure, GCP and AWS**

Pontificia Universidad Catolica de Chile

Santiago, Chile

Bachelors in Software Engineering. 4.0/4.0 GPA. **Graduated with Distinction in the top 5%**

December 2021

- **Relevant Courses:** Data Structures and Algorithms, Algorithm Design and Analysis, Distributed Systems, Computer Architecture, Detailed Software Design, Databases, Web Technologies
- **Undergraduate Research Assistant:** A Framework for Abstracting Distributed Interactions in Mobile Edge Computing Scenarios. **Java** Framework to derive a whole **Distributed Mobile Edge Computing** implementation from a single codebase

PROJECT EXPERIENCE

Journey: Modularizable voice-personal assistant constructed with **Java, Python, Docker**, docker-compose, NLP, **MySQL**. Employed microservices architecture leveraging **Apache Kafka** and **REST APIs**

Julenque: Southern Chilean game adapted as a web game, using **Docker, Node.js** and **React.js**. As well as **Websockets, passport.js, Phaser3**. Everything written in **Typescript**. Was deployed to **GCP** and scaled up to 500 concurrent users

SKILLS

Programming Skills: Java, Python, Typescript, Javascript, Node.js, Go, gRPC, React.js, Docker, AWS, GCP, Azure, Kafka, Kubernetes, HTML, CSS, Maven, Gradle.

Languages: Spanish: Native, English: Native, Portuguese: Advanced Level, German: A2. Dutch (Flemish): Basic