Christopher Gregorian

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Experience

LINKEDIN | Systems and Infrastructure Engineering Intern   Sunnyvale, CA (Jan–Apr 2019)
- Developed a cost-based extension for Hadoop's RPC scheduler to reduce latency spikes by up to 8x and scale to larger workloads.
- Contributed a patch to Apache Hadoop to improve metrics collection on the NameNode.
- Extended a Hadoop benchmarking tool to support multi-user auditing and measurements.

STRIPE | Software Engineering Intern   San Francisco, CA (May–Aug 2018)
- Developed a dynamic volume limit for new merchants that scales risk exposure based on historical data, eliminating the month-long waiting period for new payment methods.
- Prototyped classification models to identify transaction patterns on non-card payment methods.

HACK THE NORTH | Organizer and Backend Developer   Waterloo, ON (Feb–Dec 2018)
- MCed the opening and closing ceremonies for 1000+ hackers and sponsors.
- Scaled the dashboard backend to handle nearly 2 million requests over the course of the hackathon.

SHOPIFY | Software Developer Intern   Ottawa, ON (Sep–Dec 2017)
- Spearheaded a project revamping the refunds system in the Rails core app, proposing a technical design and iterating on it with a multidisciplinary team to ship within a deadline.
- Developed Kubechaos, a chaos engineering tool to randomly kill running Kubernetes pods in a production environment to incentivize resiliency in critical applications.

SHOPIFY | Production Engineering Intern   Ottawa, ON (Jan–Apr 2017)
- Developed an automated DDoS mitigation method to intelligently identify and block malicious traffic on NGINX load balancers, protecting the platform against attacks during flash sales and Black Friday.
- Created a distributed system in Go to classify traffic patterns in realtime by processing millions of logs per minute from a Kafka cluster.

Skills

Languages	Python, Go, Ruby, Java, Javascript, Rust, C++, HTML/CSS
Tools	Hadoop, Rails, Git, Linux/Bash, Kubernetes, Flask, SQL, Splunk, Kafka

Projects

Pyshop	Interactive image editor built in Python with layers, filters, and transparency.
Raveforms	Audio visualizer written in C++, applying Fourier transforms to raw samples.
Ru.sh	Interactive command shell written in Rust.

Awards

1st Place	Sandford Fleming Debate Competition
1st Place	Waterloo Engineering Software Competition
2nd Place	Ontario Engineering Software Competition

Education

UNIVERSITY OF WATERLOO
Systems Design Engineering, 2021