

Christopher Hawke

Senior Software Engineer

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Endeavor toward providing high-quality, standardized full-stack systems, services, and solutions for securing and enabling enterprise designs.

Solutions-driven software engineer combining strong technological acumen with engineering experience to lead technology teams through the complex processes of development, acquisition, deployment, integration, and operations management.

Track record of success in application development, quality, process, and communication.

Professional Experience

Arthrex Inc.

- | | |
|---------------------------------|--|
| 10/2021 – present
Naples, FL | <i>Senior Software Engineer</i>
Responsibilities encompass the same scope as software development, with emphasis on mentoring , the definition of standards, architectural design, and application modeling, as well as cross-team collaboration. |
| 08/2020 – 10/2021
Naples, FL | <i>Software Engineer II</i> <ul style="list-style-type: none">- Led development implementation of primary Arthrex.com website using NX Monorepo, Serverless, Terraform, AWS S3, Cloudfront, Lambda, React, Next.js, Node.js, Kontent.ai headless CMS modeling and integration, SCSS modules, and i18next localization.- Created fully automated CI/CD GitHub actions workflows for lint, test, build, deploy of affected changes on libraries and applications across a monorepo. Custom build configurations using Webpack 5 for applications and Rollup for libraries.- Implemented Jest unit tests, Cypress end-to-end tests, and Percy.io snapshot regression tests.- Configured Storybook end-to-end testing and publishing for component isolation and display.- UI/UX design feedback loop. Heavy focus on utilizing standardized design frameworks (Material UI and Bootstrap v4/5). Provided guidance on UI/UX direction and capability tradeoffs for implementing components.- Introduced new pages, routes, and components to Angular microsites with custom CMS DynamoDB and GoLang API.- Emphasis on documentation quality: developed and maintained extensive JSDoc commenting standards, Conventional Commit integration with Husky hooks, README, CONTRIBUTING, and architectural design documents.- Familiarity with Google Analytics and Tag Manager. |

Intel Corporation

08/2016 – 08/2020
Folsom, CA

Software Developer

- AWS integration of REST API microservices in the cloud using Node.js. globally load-balanced, highly available microservices in two regions (4 clusters in each with path-to-production).
- Creation of Gitlab CI/CD pipelines for build, test, and deployment.
- Development of SCIM 2.0 REST API for CRUD and Authentication/Authorization/MFA capabilities.
- React, .NET Core 2.2, and SQL stack development for internal Active Directory UI interaction.
- Java development of IAM features for Sailpoint products.

07/2015 – 08/2016
Folsom, CA

Systems Engineer

- Administration and configuration of enterprise-level applications, with a heavy emphasis on automation, Powershell scripting, systems troubleshooting, CI/CD, SQL database administration, and Splunk monitoring.
- Hardware landing, diagramming and architectural design, rudimentary networking, and web application firewall (WAF) knowledge.

Education

2015
Ithaca, NY

B.S. Computer Science
Cornell University

Certificates

AWS Certified Cloud Practitioner

GIAC Penetration Tester (GPEN)

Splunk Certified Admin

Eagle Scout

Game Development

Black Friday [↗](#)

Windows, iOS, Android

Project Lead for 'Black Friday' windows-based (XNA 4.0, Farseer Physics, Box2D). Primarily responsible for the implementation of pathfinding, along with overseeing the overall progress of the game. Mediation of design meetings and implementation of game design best practices.

Solo re-implementation / adaptation of 'Black Friday' on iOS and Android (Google Play) app stores using Unity2D.

Project Apollo [↗](#)

iOS, Android

Technical Lead for iOS 'Apollo' (Cocos2D-X). Responsible for documenting and participating in all technical implementation. Specifically light physics, assets, and UI/UX.