

CHRIS BARILL

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SKILLS

- **Code:** Python, SQL (MySQL, SQL Server), C++, VB .Net, Java
- **Tools & Systems:** VS Code, DBeaver, Perforce Visual (P4V), Vagrant, Docker, Redis, Locust, Visual Studio, GitHub, MySQL Workbench, SQL Server Management Studio (SSMS), Jira, Confluence
- **Soft Skills:** Critical Thinking, Problem Solving, Adaptability, Resilience, Interdisciplinary Communication

EXPERIENCE

SENIOR SOFTWARE ENGINEER LOST BOYS INTERACTIVE DEC 2022 – PRESENT

TECH: PYTHON, MYSQL, REDIS, FLASK, DOCKER, VAGRANT, VS CODE, LOCUST, PERFORCE

PROJECT: WWE 2K24 – MYFACTION MODE APR 2023 – PRESENT

- Designed and implemented API and database schema for new “Ranked Play” competitive multiplayer mode and Leaderboards
- Implemented data-driven “Seasons” and season rollover processing, including final placement calculation and distribution of post-season rewards
- Drove Load Testing, optimizing performance of over 25 API endpoints, including diagnosing and fixing a memory leak
 - Supported a peak load of 75k concurrent users at launch with no issues
- Post-launch Live Operations (Ops) Tech Lead – first engineering point-of-contact for incidents.
 - Led a team of 2-3 Engineers, determining priorities and planning sprints.

PROJECT: WWE 2K23 – MYFACTION MODE DEC 2022 – APR 2023

- Saved 70ms per call to “Live Events” retrieval endpoint by implementing caching in Redis
- Analyzed and optimized over 20 Server API endpoints by performing Load Testing using Locust
- Rapidly responded to 4 Urgent Production incidents after Launch, triaging bugs, implementing root cause fixes, and deploying updates within 24 hours

IMPLEMENTATION CONSULTANT FAST ENTERPRISES, LLC SEP 2017 – MAR 2022

TECH: VB .NET, VISUAL STUDIO, SQL SERVER, SSMS, XML

- Supported the Illinois and Mississippi Departments of Revenue with implementation and maintenance of FAST’s tax administration software, GenTax
 - Gathered requirements; analyzed business processes; designed, developed, and tested solutions
- Reduced daily file generation time by 80% (16 minutes) by reorganizing data and utilizing multi-threaded batch processing
- Supervised a team of four direct reports, assigning tasks, mentoring, providing actionable feedback, and completing annual performance evaluations

IMPLEMENTATION CONSULTANT ENLIGHTENED, INC MAY 2016 – SEP 2017

Subcontractor to Fast Enterprises, LLC

TECH: VB .NET, VISUAL STUDIO, SQL SERVER, SSMS, XML/XSD

- Reviewed the District of Columbia Department of Revenue's XML Schemas to implement electronic filing through the IRS
- Developed a pre-paid debit card interface with US Bank

INTEGRATION ENGINEER

EPIC SYSTEMS CORPORATION

APR 2014 – APR 2016

TECH: CACHE OBJECTSCRIPT, M, XML, HL7

- Designed and developed interfaces between Epic's electronic health record software and third-party systems, such as registration systems and radiology devices
- Implemented an XML interface for "Clinical Correspondence" regarding over 2.8 million patients

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

WEST VIRGINIA UNIVERSITY

MINOR IN PHYSICS

PERSONAL PROJECTS

MANGOS SERVER CHARACTER INFO TOOL

PYTHON, MYSQL

<https://github.com/cbarill2/MaNOS-Zero-Armory>

GUI for viewing account and character information on a local World of Warcraft server, using Tkinter for the GUI and MySQL database connector to retrieve data.

MINECRAFT CHARACTER SWAP

PYTHON

Source code not hosted online

A command line tool to support having multiple characters, with different inventories and locations, on a single account for a local server (Minecraft: Java Edition only). Works by moving and renaming player data files, with guardrails to prevent loss of data, for example by accidental overwriting or deletion. Configurable to query the Mojang API.

SIMPLE DUNGEON GAME

C++ (SFML)

<https://github.com/cbarill2/SimpleDungeonGame>

A tile-based, turn-based RPG with simple mechanics, featuring a procedurally generated game board with animated "programmer art" sprites, multiple attack choices, drag-and-drop dice, and numerous enemies to defeat.