

Christopher Tarazi

Systems Software Engineer

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EXPERIENCE

R&D Software Engineer (Cloud Foundry), VMware (acquired Pivotal in 01/2020), Aug 2018 – Present
San Francisco, California, USA

- Designed and implemented a tool in Golang to isolate and control resources for prioritizing processes on Linux VMs in distributed systems. Utilized Linux namespaces and cgroups to container-ize jobs and optimize scheduling.
- Developed a DNS system in Golang with service discovery and health checking for cloud-native components in Cloud Foundry deployments.
- Implemented a proxy in Golang to distribute traffic to a MySQL cluster in a cloud environment.
- Developed an orchestrator in Golang for deploying MySQL in multiple topologies such as Galera (HA) clusters, single-node, and leader-follower.

R&D Software Engineer, Applied Medical, May 2017 – Jul 2018
Rancho Santa Margarita, California, USA

- Created C++ utility to communicate with an embedded device over USB to serve as a terminal for command and control, as well as plot data from the device in real-time.
- Designed and implemented of a caching scheme on an embedded system, resulting in a speed improvement of 90+%.
- Developed a Python application for automating the analysis of complex debug logs to optimize the testing process, saving hours every day.

Software Engineer Intern, Applied Medical, May 2016 – Aug 2016
Rancho Santa Margarita, California, USA

- Developed domain-specific scripting language interpreter for an embedded system in C++, enabling more optimized automated testing.
- Developed a profiler for a microcontroller in C# to benchmark the read/write performance.

Software Development Intern, Intellect BPM, Jun 2015 – Aug 2015
Los Angeles, California, USA

- Implemented a more efficient compression algorithm in C# for .NET to store MSSQL Server databases, resulting in a 40+% improvement in time and memory.
- Created Python scripts to precompile .NET web app to avoid load time caused by JIT compilation, resulting in a 50+% speed improvement in most areas of the web app.

EDUCATION

B.S. in Computer Science

- California State University at Fullerton, California, USA Aug 2012 – Dec 2016

PROJECTS

SNMP Polykernel | C / Linux | Group Research Project Aug 2016 – Apr 2017

- Developed a Linux kernel module which issues system calls in SNMP packets to allow for network security techniques such as deep packet inspection to be applied to Operating Systems.
- Presented proof-of-concept at Southern California Conference Undergraduate Research (SCCUR 2016).

SKILLS

C, C++, Golang, Python, Shell (Bash), Assembly (x86-64), TDD, Pair Programming, XP