

Christopher Andrejewski

Software Engineer

Email: christopher.andrejewski@gmail.com
Github: github.com/andrejewski

Summary

I develop software products from start to finish or anywhere in between. I design and maintain user and developer experiences and infrastructure. I have experience as a full-stack developer, web application developer, open-source maintainer, and interface designer.

Work Experience

Software Engineer

Stripe – San Francisco, California, September 2018 to present

- Maintain email, telephony, and push notification infrastructure at scale
- Build and secure email infrastructure on top of Amazon SES
- Build user interfaces for features within the Stripe Dashboard
- Design and evolve APIs and developer tooling for product teams to build upon
- Advocate and automate higher levels of product quality

Software Engineer

Bitovi – Chicago, Illinois, March 2017 to August 2018

- Develop a code modification tool to stream-line multiple large refactors
- Maintain and develop existing libraries, frameworks, and tooling
- Work with clients to deliver familiar desktop solutions with better user interfaces in the browser
- Teach and mentor fellow developers to better architect and test software
- Create open source software to assist in application development

Software Engineer

Interactive Intelligence – Raleigh, North Carolina, May 2016 to February 2017

- Reduce bundle size of Collaborate product by roughly 50%
- Translate legacy CoffeeScript to ES2016 JavaScript
- Develop additions to the instant messaging product, including PCI compliance features
- Develop user interface improvements and perform code refactors and reviews
- Rewrite the PureCloud JavaScript client software development kit
- Publish open source projects for logging, Ember code migration, multi-level caching, and command-line interface parsing

Research Assistant

Penn State University – Erie, Pennsylvania, September 2015 to May 2016

- Research and develop a computer-vision software for librarians to sort books by call number
- Receive first place for the librarian software at the Penn State - Sigma Xi Undergraduate Research Conference
- Develop a revived senior design project for the Pennsylvania SeaGrant and Wildlife organizations
- Work with the Penn State IT department to place the project in production

Software Engineer

Netbus Engineering Group – Erie, Pennsylvania, June 2015 to August 2015

- Develop a large scale customer management system under startup constraints
 - Implement service integrations with providers of fraud-prevention to fulfillment solutions
 - Develop and design large portions of the integrations, customers, and shipping interfaces
 - Work with CoffeeScript, Redis, and MongoDB for rapid prototyping and development
-