# **CHRISTOPHER ADAM**

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#### **EDUCATION**

# CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO

San Luis Obispo, CA Expected June 2026

Bachelor of Science

Major in Computer Science; Minor in Mathematics

CS GPA: 3.97/4.0; Dean's List 2022-2024

Relevant Coursework: Machine Learning in Cybersecurity; OOP; Databases; Computer Architecture; Algorithms; Operating Systems; Vector Analysis; Software Engineering; Dynamic Web Development;

# UNIVERSITY OF ROME, TOR VERGATA

Rome, IT

Study Abroad Program in Software Engineering

Sep 2023 - Dec 2023

# **WORK EXPERIENCE**

**AMAZON** - EVEREST

Bellevue, WA

Incoming Software Development Engineer Intern

Jun 2024 – Sep 2024

# AMAZON WEB SERVICES | DXHUB - CALFIRE

Software Development Engineer Intern

San Luis Obispo, CA Jan 2024 – Jun 2024

• Created an Alexa skill that alerted users of nearby fires and used generative AI to answer questions through AWS BedRock's model for Retrieval Augmented Generation (RAG)

#### **AMAZON** - LAST MILE

Bellevue, WA

Software Development Engineer Intern

Jun 2023 – Sep 2023

- Automated feature deployment by migrating our largest service to AWS AppConfig, creating a CRUD API for configuration retrieval, and abstracting that into a website for PMs, saving \$84k+ per year.
- Developed the foundation for a fraud detection model by refactoring and standardizing event/BI metric emissions across 1100+ Delivery Stations internationally, driving \$220k+ per year in reductions
- Created a test script for developers in the org, automating the retrieval and interpretation of 8000+ line science model outputs. Integrated this test into an internal dashboard on both the front end and back end using React and AWS.

# **ACTIONABLE.CO** - RECOMMENDATION ENGINES

Toronto, ON

Data Science Intern

Jun 2021 - Sep 2021

- Designed a recommendation engine that uses a feed-forward artificial neural network to study and regress the effect of consultant actions on corporate productivity across 14 metric planes, achieving greater than 85% testing accuracy.
- Architected a proprietary algorithm that uses the neural network I trained to simulate a series of possible consultant actions, returning the top 10 best actions in order of highest impact-to-effort ratio.

# TECHNICAL PROJECTS

# **DRIP BY DROP - FOUNTAIN FINDER**

Oct 2023 - Present

- A couple of friends and I created a fountain-finding app to help users find, review, and navigate to the nearest drinking fountains in Rome.
- React Native, AWS S3

#### FORESTING SIMULATOR

Jan 2023 - Mar 2023

- Refactored a large Java video game using object-oriented design methodology.
- Added a final boss, which used A\* pathing to find and attack the player, ultimately causing total destruction.

# **ADDITIONAL**

Languages: Python, C, ARM Assembly, SQL, Java, JavaScript, TypeScript

**Technical Skills**: AWS (CDK, APIGW, DDB, AppConfig, IAM, Lambda, S3, Bedrock, Alexa Skills Kit), Object-Oriented Programming (OOP), React, React Native, Tensorflow Keras, Pycryptodome, Inventor CAD, Git