

CHRIS KONTSIS

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EDUCATION

Arizona State University

M.S. in Computer Science – GPA: 3.58/4.00

Tempe, AZ

Expected May 2025

Arizona State University

B.S. in Computer Science – GPA: 3.62/4.00, Magna Cum Laude

Tempe, AZ

May 2024

Relevant Coursework: Data Structures and Algorithms, Artificial Intelligence, Computer Architecture, Data Mining, Computer Networks, Databases, Operating Systems, Machine Learning, Statistical Learning

TECHNICAL SKILLS

Programming Languages: C++, Python, Java, C#, JavaScript

Tools/Technologies: PostgreSQL, Scikit-learn, Pandas, React, Node.js, Linux, TCP/IP, CMake, STL, Git, Jira, HTML/CSS

EXPERIENCE

Software Engineer Intern

Capital One

June 2024 – August 2024

McLean, VA

- Engineered asynchronous event handlers in JavaScript for Capital One's Test Data Management CLI, optimizing QA account testing for 40+ teams.
- Implemented a Jenkins-scheduled Bash script for automated dependency testing, allowing live tests with zero manual intervention.
- Designed and deployed a database schema for test user accounts, enabling automated profile resets post-testing and eliminating storage overhead from unusable entries.
- Led requirement definition and milestone planning with project leads, accelerating project completion by one week.

Software Engineer Intern

Lumen Technologies

June 2023 – August 2023

Tempe, AZ

- Constructed a noise filtering system for Lumen's AI intent classification model using Apex, refining 3,000+ daily email inputs and enhancing model accuracy for targeted intents.
- Optimized model training data quality by developing Python and Pandas-based deduplication processes, cutting redundant utterances by 8% in a 5,000-sample dataset.
- Designed real-time Salesforce dashboards to visualize model outputs, allowing 10+ teams to gain insights from the data.

Software Developer

Meteor Studio at ASU

January 2023 – May 2023

Tempe, AZ

- Crafted AR/VR mini-games for Verizon's Innovative Learning Lab, aiming to introduce thousands of high school seniors to various sectors in the tech industry.
- Contributed to a 12% increase in user satisfaction by building a project manager UI using Unity Canvas with C#.
- Worked with the Product Owner during grooming sessions to refine and prioritize the Jira backlog, ensuring user stories were sprint-ready.

PROJECTS

Lite Exchange | C++, Boost, Catch2, CMake

December 2023 – Current

- Developing a multi-threaded, FIX-based, client-server system in C++ for transmitting and processing diverse order types (limit, market, cancel) through a proprietary order matching engine.

AI Tunes | Python, Pandas, NumPy, Scikit-learn, Matplotlib, React, Flask

November 2023 – April 2024

- Engineered a content-based music recommendation system delivering personalized song suggestions with Spotify links.

412 Media | React, Node.js, Express, PostgreSQL

January 2023 – May 2023

- Led a 3-person team to build an Instagram-like social platform, implementing functionalities such as photo sharing, following, and liking/commenting.