

Christopher T. Cahill

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EDUCATION	Bachelor of Arts, Chemistry Reed College, Portland, OR, May 2012
SOFTWARE	React, React Native, Vue, Next.js, Angular, Rails, Node, SST, Postgres, MySQL, MongoDB, Azure, AWS (CloudFront, Route 53, S3, EC2, RDS, Lambda), Docker, Kubernetes, Jenkins, Databricks (Lakehouse), Oracle (Eloqua)
TECHNOLOGY	FT-NMR, FT-IR, GC-MS, ICP-MS, ICP-OES, Wet Chemistry, Potentiostat, Stepper Repeater (Nikon), CMP Polisher (AMAT), SEM/TEM Metrology
	Software Engineer Beat the Odds, LLC — Remote October 2025-May 2026 • Build new mobile and desktop apps in the Sports Gaming (iGaming) space.
	Software Engineer Gartner C-Level Communities — Portland, OR Oct 2019-August 2025 • Build and maintain code for API, custom in-house CRM, desktop apps (Vite and React), and mobile apps. • Drive production of new React Native apps from designs to App Stores. • Patch vulnerabilities with Snyk and white hat security tools. • Assisted transition of live events to virtual and virtual-hybrid during COVID-19 pandemic. • Rebuilt worldwide badging system from scratch.
	Front End Developer M Science — Portland, OR Mar 2019-July 2019 • Built and maintained components for M Science's M Data Viz data platform.
	Field Service Engineer Centrotherm Clean Solutions — Hillsboro, OR Jan 2018-Oct 2018 • Supported worldwide sales and service teams in support of installation, start-up, and maintenance of process tools.
	Technical Consultant McCoy Russell LLP — Portland, OR July 2016-Nov 2017 • Provided technical consultation and drafted patents across a wide range of scientific and engineering fields.
	Research and Development Technician Fujimi Corporation — Tualatin, OR June 2014-July 2016 • Collaborate with research groups to develop new chemical-mechanical planarization (CMP) slurries.
COMMUNITY SERVICE	<i>S1 Portland</i> March 2015-March 2020 • Worked as <i>Staff Member</i> at a nonprofit artist-run center doing sound engineering. <i>Portland City Squash League</i> January 2015-June 2024 • As president, I managed the website and handled league scheduling.