

Mack Chamberlain

Minneapolis, MN

Cell: 763-807-8498 • E-Mail: Mack@MackChamberlain.codes • Web: www.MackChamberlain.codes

EDUCATION

9/2014 – 5/2016 University of Minnesota, Minneapolis, MN

B.A., Computer Science

8/2011 – 5/2014 Anoka Ramsey Community College, Coon Rapids, MN

A.S., Computer Science

Technical Proficiencies

Python • Agile Software Development • Scrum • C/C++ • REST APIs • Git • Amazon AWS • Operating Systems Programming
Xcode/XCTest • NodeJS • Scala • PostgreSQL • Jenkins • Shell Scripting • Unix/Linux • R • Unit Testing • Slack Bot Development
Java • Operating Systems • Docker • JIRA • C# .Net • Visual Studio • IntelliJ • x86 Assembly Language • Unity

EMPLOYMENT HISTORY

Senior Automation Infrastructure Engineer (5/2017 – Present)

Apple Inc

- Architected, designed, and built automated testing infrastructure for Internal engineers for iOS/macOS/tvOS/watchOS
- Automation of OS installations using Python in Internal CI testing system (run by my team) for all SWE
 - Increased reliability/performance of automated installations of OS builds by 70% since joining Apple
 - Used daily by thousands of engineers to test their OS changes with changes applied
- DevOps
 - Bi-Weekly On-Call rotation for automated restore issues
 - Built tooling for seamless deployments of infrastructure systems using Heroku and AWS EC2 tooling
- Lead Engineer for all CI testing in SWE for the Apple Silicon Mac project prior to announcement at WWDC 2020
 - Worked under tight deadlines to deliver the product with few teammates available (only two others)
 - Worked cross functionally with teams and executives to ensure the right tooling was available
- Management of automated testing on physical hardware in testing labs
 - Managed and maintained testing clusters of thousands of iPhones, Macs, Apple TVs, Watches, and AirPods
 - Built automation for deployment of software on the test device hosts (Mac Minis) using Ansible
- Mentored newer engineers with becoming familiar with software development and career growth at Apple
- Technologies used at Apple:
 - **Languages:** Python, Shell Scripting, C/C++/Objective-C, and Scala
 - **Tools:** Xcode/XCTest, Jenkins, Kafka, Django, Confluence, Bitbucket, Docker
 - Deep knowledge of macOS command line tools

Software Engineer (6/2016 – 5/2017)

Infor

- Working on the Infor Retail DevOps and Application teams.
- Maintaining and improving stability of AWS-based software development environments.
- Creating tools to aid in software development by automating continuous integration, versioning, and deployment tools.
- Using AWS, Jenkins, Git, and Docker to enable rapid and reliable application development.

Lead Programmer (5/2015 – 5/2017)

Cains Works

- Leading the programming and software development aspects of a startup Indie game development company.
- Using Unity and C# to develop next generation games for many different platforms.
- Acting as the project manager for the software development team, utilizing good software engineering practices.

Software Engineer (4/2015 – 4/2016)

Medtronic PLC

- Aided engineers in following good software engineering practices to develop scalable and reliable engineering tools.
- Used Python and R to develop software tools to automate design of experiments and trade study design decisions.
- Wrote internal tools to speed up FDA report creation by 5 times.

CERTIFICATIONS AND ACHIEVEMENTS

- CompTIA A+ Certified Technician for 1.5+ Years
- Apple ACMT Certified Technician for 2+ Years
- President of Computer Science Club at Anoka Ramsey Community College
- Eagle Scout Award Recipient