

# Channing Conger

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**Mux** San Francisco, CA

Aug 2021 - Present

## Senior Software Engineer

Implemented Stream Security feature for limiting access to video content on specific properties

Member of Developer Velocity working group focused on improving the tooling and process of development

Led initiative defining internal goals for availability and worked to measure and improve

Mentoring engineers and providing technical guidance about advancing as an individual contributor

**Langs**  
go typescript  
**Techs**  
kubernetes gcp  
kafka clickhouse  
bazel wasm

**Netflix** Los Gatos, CA

Jan 2019 - Jul 2021

## Senior Software Engineer - Productivity

Developed and operated serverless platform for abstracting Netflix infrastructure from application logic

Member of cross-org team building out multi-container workload deployments on Netflix's container orchestrator, Titus

Partnered with the Machine Learning team to provide the hosting for trained models

**Langs**  
go js python  
**Techs**  
kubernetes aws  
openfaas

**Twitch** San Francisco, CA

Dec 2014 - Jan 2019

## Senior Software Engineer

Developed PoC deployment of OpenConnect-like caching host for Twitch's video replication network

Architected, documented, and implemented a social content platform to operate for 15MM+ DAU

Implemented PoC Client Translation to evangelize and migrate web application to GraphQL

Member of working group to rearchitect our web application to scale to a larger team of contributors

Invested in application deployment process by adopting containers

**Langs**  
typescript go js  
**Techs**  
react graphql  
apollo aws ember

**Interana** Palo Alto, CA

May 2014 - Sep 2014

## Engineer

Introduced a modern build process and React to our data visualization and query web application

Rearchitected web server for query submission with a focus on improving single host throughput

Built a flow control wrapper to enable evented async handling of long query operations

**Langs**  
js python c++  
**Techs**  
react tornado node  
webpack

**Out of Worlds** Sunnyvale, CA

Dec 2013 - May 2014

## Founder / Engineer

Prototyped a WebGL based 3D online multiplayer game

Implemented lag mitigating network protocol in JS and Go over Websockets

Designed a horizontally and automatically scalable instanced game server infrastructure

**Langs**  
js go opengl  
**Techs**  
node webgl three.js

**Rockmelt Inc** Mountain View, CA

Nov 2010 - Aug 2013

## Software Engineer

Prototyped, designed and developed the core of Rockmelt's web application

Lead engineer of the Rockmelt web application team as staff from 1 to 5

Implemented a declarative Javascript web application framework for rapid iteration

Integrated core Facebook features into native UI of our Chromium-derived browser

**Langs**  
js c++  
**Techs**  
chrome cocoa  
extensions

**Northeastern University** Boston, MA

Sep 2006 - May 2010

Bachelor of Science in Computer Science and Information Science

Deans List 2006-2010

Named One of Top 100 Influential Seniors

Received one of sixteen 2010 Outstanding Co-op Awards

First Place in 2010 National Collegiate Cyber Defense Competition