

Clayton Christensen

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EDUCATION

Colorado School of Mines

B.S. Computer Science, May 2023 | M. S. Computer Science, May 2024

PROFESSIONAL EXPERIENCE

Factory VFX | Santa Rosa, CA

Software Engineer

May 2025 – Present

- Developed an internal production tool with a TypeScript and Node.js Windows Service backend and Electron desktop client, centralizing secure asset workflows, file transfers, and role-based access across all production workstations.
- Designed local JSON messaging over Windows named pipes, enabling authenticated workflow execution, background processing, progress updates, and error reporting between the desktop client and persistent service.
- Integrated application and workflow logs with Splunk to create centralized, searchable records of user activity, asset transfers, access events, and system failures, providing the audit evidence required to verify security controls and pass client compliance reviews.

Cloud303 | Denver, CO

Associate Software Engineer, Backend

Jun 2024 – May 2025

- Served as the primary backend engineer on a 5-person team building a cloud workstation management platform, independently owning backend architecture and implementation from initial design through client handoff.
- Designed and delivered a production-ready NestJS and TypeScript backend supporting authentication, organization management, billing, licensing, cloud workstation provisioning, and infrastructure operations.
- Built automated workstation provisioning and lifecycle workflows using AWS EC2, S3, Route 53, and Systems Manager, enabling users to create, manage, recover, and terminate cloud workstations through the application.
- Implemented modular services, asynchronous workflows, scheduled jobs, health monitoring, structured logging, and containerized deployments to support reliable operation and continued client development after handoff.
- Integrated Supabase, Stripe, Keycloak, Adobe, and AWS services across database, payment, identity, licensing, and cloud infrastructure workflows.
- Conducted AWS Well-Architected Framework Reviews for more than 70 companies, identifying security, reliability, performance, cost, and operational risks and delivering prioritized remediation recommendations.

Software Engineer Intern, SRE Team

Jan 2023 – May 2024

- Built an automated reporting system that collected, cleaned, aggregated, and standardized AWS account data across 50 managed customer accounts each month.
- Automated report generation, formatting, and validation for recurring client deliverables, saving approximately 60 minutes per account or 50 hours of manual work each month.
- Standardized report structure and account-level findings, improving consistency across client deliverables and reducing manual review and rework before delivery.
- Implemented validation, error handling, and diagnostic reporting informed by AWS support issues involving IAM, service configuration, deployments, and service health, enabling earlier identification and resolution of data issues.

Independent Software / Game Developer | San Francisco, CA

Solo Developer, Unity

May 2025 – May 2026

- Developing MythMe, a 16-player Unity party game, UI, character systems, and implementation.
- Engineered host-authoritative peer-to-peer networking with FishNet and Steamworks, including lobby orchestration, server authority, synchronization, reconnection, session recovery, and multiplayer playtesting.

SKILLS

Languages: TypeScript, JavaScript, C#, Python, SQL, C, C++

Frameworks & Runtimes: Node.js, .NET, React, SvelteKit, Tailwind CSS, Supabase, Electron, Keycloak, Stripe

Platforms & Services: Supabase, Keycloak, Stripe

Databases: PostgreSQL, MariaDB

Certificates: AWS Certified Associate Solutions Architect