

Christofer Sanrow

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EDUCATION

University of California, Los Angeles (UCLA)

Expected Jun 2027

Computer Science, B.S.

GPA: 3.8/4.0

- Relevant Coursework: Computer Graphics, Computer Animation, Linear Algebra, Operating Systems, Computer Architecture, Computer Vision, Artificial Intelligence, Software Construction, Data Structures/Algorithms

TECHNICAL SKILLS

Programming Languages: C++, GLSL, Python, Bash, TypeScript, C

Libraries/Frameworks: STL, Boost, OpenGL, Clang, GTest, Three.js

Tools & Technologies: Unity, Unreal Engine, CMake, Git, gdb, Linux, Docker

EXPERIENCE

Software Engineer Intern

Jun 2026 - Present

Arista Networks

Santa Clara, CA

- Improved ALPM hardware programming extensibility by replacing nine redundant per-level dispatches with one accessor-selection class exposing **C++** interfaces for entry memory, fields/prefixes, and warm-restart recovery.
- Reduced template complexity 7% by consolidating ALPM hardware table field naming across 4 ASIC architectures.
- Eliminated recovery errors and duplicate plumbing by modeling multi-view hardware table for Ipv4/Ipv6 entries.

Undergraduate Researcher

Apr 2026 - Present

UCLA Mobility Lab

Remote

- Reduced modeling work in 3D digital twin creation and traffic simulation process by implementing an automated pipeline to convert street map data into road networks and **Unreal Engine** assets through **Python** and **Bash**.
- Adapted **C++** simulation back-end for real-time traffic by updating cache with FIFO eviction, reducing latency.

Software Engineer (Contract)

Oct 2025 - June 2026

Slow Factory

Remote

- Built content infrastructure for activism social media app by integrating Stripe payments, modeling content/media APIs, and enforcing access with RLS policies, leveraging **PostgreSQL**, **TypeScript**, and **React Native**.
- Enabled content creation by implementing a rich-text renderer/editor supporting embedded media and persistence.

Esri

Jun 2025 - Sep 2025

Software Engineer Intern

Portland, OR

- Enabled 3D scene persistence by implementing geospatial layer and object (de)serialization routines in high-performance **C++** core serving GIS functionality to SDKs for **Unity** and **Unreal Engine**.
- Supported crash recovery via inter-process piping for thread-safe signal handling in a multithreaded application.
- Delivered 3D object stats while maintaining responsive UI, by leveraging pplx library for async/concurrent fetching.
- Increased suite code coverage by 20% by architecting CI/CD pipelines in Jenkins and tests with GTest and GMock.

PROJECTS

SynthSlicer | [JavaScript](#), [GLSL](#), [Three.js](#) | [GitHub](#) | [Play](#)

- Delivered web-based 3D rhythm game, utilizing **Three.js** for the rendering pipeline and AABB collision detection.
- Created futuristic environment through custom phong shading and atmospheric attenuation implemented in **GLSL**.

Raytracer | [C++](#) | [GitHub](#)

- Rendered diffuse, dielectric, and metal materials on 3D surfaces using raytracing techniques implemented in **C++**.
- Produced realistic 3D scenes utilizing geometric and graphical methods such as gamma correcting and antialiasing.

Sea Otter Simulation | [JavaScript](#), [GLSL](#) | [GitHub](#)

- Constructed realistic 3D articulated otter model using articulated body hierarchy with degree of freedom constraints.
- Simulated otter movement with inverse kinematics for arm movement and particle system for shell break animation.