

CHRISTOPHER W. REECE

SOFTWARE ENGINEER | SYSTEMS INTEGRATION | APPLIED AI

Java / Spring Boot - React / TypeScript - PostgreSQL - Docker - Palantir Foundry / OSDK
Sierra Vista, AZ - Relocating to Cambridgeshire, UK - Oct 2027 - UK family visa planned before employment
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PROFESSIONAL SUMMARY

Software engineer who builds technical systems around complex operational problems. Hands-on delivery experience across Java/Spring Boot, React/TypeScript, PostgreSQL, Docker, REST APIs, Palantir Foundry/Vantage and OSDK, with additional work in systems integration and applied AI. Brings 18 years of military intelligence, systems architecture and decision-support experience that now informs an engineering approach grounded in user discovery, system boundaries, operational constraints and adoption. Strongest when working from an ambiguous problem through architecture, prototyping, integration, implementation and evidence.

CORE TECHNICAL CAPABILITIES

Engineering	Java, Spring Boot, React, TypeScript, JavaScript, REST APIs, TDD, code review
Data & Platforms	PostgreSQL, Flyway, Docker/Compose, CI/CD, Palantir Foundry/Vantage, Workshop, OSDK
Systems & Integration	Distributed systems, containerised platforms, API integration, data architecture, interoperability
Applied AI & Delivery	Python, PyTorch, knowledge graphs, AI/ML evaluation, user discovery, prototyping, technical decisions

SELECTED ENGINEERING WORK

SITREP Collection, Review & Submission Workflow | USAICOE - 2026-Present

Designed and built an ontology-backed Palantir workflow that replaced an email-heavy manual consolidation process with structured collection, review, selection and submission. Interviewed users, modelled report lifecycle actions, and implemented custom TypeScript/React widgets with OSDK. The initial version reached users; broader extension is being prepared for testing.

Coalition of Forces and Means Calculator | Army Software Factory - 2023-2024

Contributed to a production planning application used by Army units. Owned the React/TypeScript interface, integrated it with the Java/Spring Boot API, and translated database logic into version-controlled Flyway migrations for PostgreSQL.

ATAK Air-Assault Load Visibility Prototype | Army Software Factory - 2023-2024

Led discovery with an operational user group and reframed the problem from process failure to a visibility gap. Built a Java ATAK plugin prototype that represented planned loads, departure status and exception reasons so the workflow could expose delayed or missing loads without relying on radio traffic alone.

Knowledge-Augmented Visual Question Answering | Keele MSc - 2026

Built a reproducible Python/PyTorch evaluation pipeline combining a frozen ViLT baseline with bounded ConceptNet knowledge-graph slices and late-fusion strategies on OK-VQA. Full-validation testing showed the KG branch did not improve accuracy; gated fusion preserved the baseline while naive weighted fusion degraded it, providing a defensible negative result and diagnostic evidence.

Containerised Data & Decision Environment | U.S. Army Battle Lab - 2023-2024

Architected and sustained a containerised data environment connecting experimentation, analytics, modelling, simulation and decision-support workloads using Docker and cloud-native tooling; paired platform delivery with hands-on technical evaluation of emerging AI/automation tools.

PROFESSIONAL EXPERIENCE

Deputy Chief Digital & Artificial Intelligence Officer | USAICOE, U.S. Army

Oct 2024-Present

Fort Huachuca, AZ - Software, data and AI delivery

- Design and build operational software and data workflows while advising senior leaders on enterprise data, AI/ML and digital capability decisions.
- Delivered the Palantir SITREP workflow from user discovery through ontology design, TypeScript/React implementation, testing and initial adoption.
- Evaluate AI/ML platforms, automation approaches and technical architectures through hands-on experimentation; translate findings into practical recommendations for technical and non-technical stakeholders.
- Guide teams on application architecture, integration, technology selection and delivery practices while keeping implementation close to the user problem.

Intelligence Software Developer / Data Solutions Deputy | U.S. Army Battle Lab

Oct 2023-Oct 2024

Fort Huachuca, AZ - Cloud-native platforms, integration and experimentation

- Served as lead software developer and data-solutions deputy, delivering containerised data capabilities and advising leadership on architecture, integration and modernization priorities.
- Architected and sustained a cloud-native data environment supporting experimentation, analytics and decision-support workflows.
- Conducted hands-on technical assessments of AI/ML, automation and open-source tools to determine where new capability justified integration and adoption cost.

Software Development Engineer | Army Software Factory, Army Futures Command

Aug 2023-Oct 2024

Austin, TX / Remote - Structured engineering programme and product delivery

- Completed the Army Software Factory Software Development Engineer programme and delivered working software using Java/Spring Boot, React/TypeScript, PostgreSQL, REST APIs and test-driven development.
- Worked in cross-functional teams using user discovery, paired programming, code review and iterative delivery to solve real operational problems.
- Contributed frontend, backend integration and database migration work to production software while developing modern engineering practices.

EARLIER CAREER - INTELLIGENCE, SYSTEMS & TECHNICAL LEADERSHIP

All-Source Intelligence Technician and Systems Architect | U.S. Army | 2005-2023

Eighteen years in military intelligence and technical leadership built the operational context behind the engineering work: complex information flows, distributed systems, decision support, multinational interoperability and users making high-stakes decisions from incomplete information. By 2021, software development had become a primary part of the work rather than a side activity.

- Led an 80+ person multidisciplinary organization responsible for intelligence architecture, collection, analysis and decision support for a brigade-sized enterprise.
- Designed multi-echelon information architectures and reporting flows supporting U.S., UK and French interoperability during major multinational exercises.
- Developed a decision-centered method linking leadership information requirements to operational decision points, improving when and how information reached senior decision makers.
- Led an 11-person joint team of military personnel, government civilians and contractors in Iraq and developed technical architecture training for officers and staff.

EDUCATION & PROFESSIONAL DEVELOPMENT

MSc Computer Science, Keele University, United Kingdom - dissertation and course requirements completed June 2026; award pending.

Dissertation: Knowledge-Augmented Visual Question Answering via Task-Specific Knowledge Graph Slicing and Late Fusion.

BS Intelligence Studies, American Military University - 2016.

Army Software Factory - Software Development Engineer programme / certification - 2023-2024.

Active U.S. Secret clearance; TS/SCI eligible.