

Christian J Eilenstine

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EDUCATION

Indiana University, Luddy School of Informatics, Computing, and Engineering, Indianapolis, IN

Bachelor of Science

Anticipated: Spring 2026

Major: Media Arts and Science

Concentration: Game Design & Development & Web Design & Development

Vincennes University, Vincennes, IN

Associate of Cyber Security & Networking

May 2022

Relevant coursework: Intro to Networks, Operating Systems I & II, Information and Data Security I & II, Cybersecurity, Palo Alto Networks

Skills, Certifications, & Qualifications

Languages: HTML, CSS, Sass, JQuery, Php, JS, Python

Frameworks: Svelte, Next.js

Tools & Tech: Figma, Trello, Photoshop, Node.js, VS Code, PhpStorm, Godot, WordPress, Clerk, Firebase

Relevant Project Work

- **Armadillo**
 - This is an informative website about Armadillos that I worked on with two others. I implemented a useState feature on this site and worked in the Next.js framework.
- **Ranger Roger's Radar Rescue**
 - During this project, a decent-sized team of people made a video game for the Navy to help people learn the basics of Radar. We did this with the Godot engine using GDScript as the programming language. My work on the project includes level design, animation, and character movement.
- **Mochi**
 - An E-commerce website about Mochi, in which I used JQuery, Sass, and HTML to display my Front End Development capabilities.

Work Experience

Panera Bread, Plainfield, IN

Nov., 2019-Present

Team Member

Team Lead

Catering Lead