

# Christian FULL STACK WEB DEV Parks

# **ABOUT**

# **CONTACT**

Full-stack developer, automation engineer, and problem solver. I take broken, inefficient systems and turn them into automated, scalable solutions that just work.

I specialize in backend development, workflow automation, and IT engineering, building custom integrations, APIs, and internal tools to eliminate manual work and boost efficiency.

I do my best work architecting solutions, automating the grind, and pushing tech past its limits.

https://github.com/CP-1998

## **PHONE NUMBER:**

+1 (714)-742-3233

### **EMAIL ADDRESS:**

CHRISTIANBUILDSTHEWEB@GMAIL.COM

# **SKILLS**

# WEB DEV | INFRA

- --CREATIVE
- --PROBLEM-SOLVER
- --LEADER
- --DETAIL ORIENTED
- -- SYSTEMS ARCHITECT
- --DRIVEN
- --HIGHLY ADAPTIVE
- --REACT.JS
- --LINUX

- --NODE.JS
- --WINDOWS

- --MONGO.DB --PYTHON
- --MAC OS --IT AND SECURITY

- --STRATEGIC BUILDER
- --JAVASCRIPT/HTML/CSS
- --GIT CLI AND GUI

# **WORK EXPERIENCE**

- IT SPECIALIST & SOFTWARE ENGINEER (SEPTEMBER 2024 NOW) DELI NERDS LLC.
- Developed and maintained an automated backend system using Zapier, Airtable, and APIs that boosted revenue by \$10K+.
- Designed and built internal tools to streamline order management and optimize production workflows.
- Automated payroll tracking via Clockify API integration, eliminating manual admin work.
- Provided IT support and security oversight, ensuring stable infrastructure and operations.
- FULL-STACK WEB DEVELOPER (FEBRUARY 2021 JUNE 2021) FULFILLMENT EXPRESS INC.
- Built and maintained a Vue.js/Node.js/PHP/Laravel web app for e-commerce fulfillment
- Integrated REST APIs for real-time order tracking and inventory
- Optimized frontend performance, improving load times and responsiveness.

- FREELANCE WORDPRESS DEVELOPER (AUGUST 2020) **QUILTER LABS LLC.**
- Developed a custom "Build Your Amp" feature, allowing users to configure amplifier components dynamically.
- Collaborated with marketing and product teams to ensure the tool fit business and customer needs.