

Christopher Gunter

SOFTWARE ENGINEER

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EDUCATION

University of California, Santa Cruz

Expected Graduation: June 2020

Bachelor of Science in Computer Science

Major GPA 3.71 / GPA 3.71

- Relevant Coursework:** Introduction to Programming (Accelerated) (Java), Introduction to Data Structures (C), Discrete Math, Algorithms and Abstract Data Types, Computer Architecture, and Introduction to Networking and the Internet.
- Courses in Progress:** Algorithms and Abstract Data Types, Introduction to Data Systems, and Introduction to Software Engineering.

PROJECTS

Santa Rosa Academy IOS App (Independent)

- Developed an app using a combination of Swift 2.0 and Xcode.
- The objective was to access important school information and upcoming events in my high school.
- Implemented a Parse server so users could receive remote notifications reading events or changes.
- Using MVC Architecture data with a table display giving students a connection with their teachers.
- To view, link to a demonstration of this App: <http://tinyurl.com/y6vtac94>

Banhammer (School Project / Intro to Data Structures)

- Using a combination of C and Lex to write this program for Data Structures Class.
- The objective was to input each word and stream it through 2 Bloom Filters and a Hash Table, in order to identify each “bad” word. If the words pass through both, It then sends that word to either badspeak.txt or newspeak.txt. If the word doesn’t match either file, it will send out a message identifying the “bad” word and its translation.

PAST EXPERIENCE

Seefood (Start-up) June 2017 - November 2017

- I developed an iOS version App named “Seefood”, this app is designed to assist Restaurants in displaying their menus, update daily specials, and their customers can see photos of their appetizing dishes.
- The team is made up of four developers and one Business person.
- The iOS version of this App was able to receive and display JSON requests from a server.
- To view, link to a demonstration of App: <https://tinyurl.com/yb7glgb5>

Engineering Internship (City of Menifee) January 2016 - May 2016

- Intern position with the City of Menifee, in my Senior year of high school.
- Assisted filing paperwork and traffic reports in the Civil Engineering Department
- Accompanying the Engineers on scouting potential building locations within the newly developed City of Menifee.

PROGRAMMING SKILLS

- Languages:** C, Swift, Java, Python, MIPS Assembly
- Technologies:** Xcode, VIM, Git, Lex