

## Christian Bakhit

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### EDUCATION

#### Johns Hopkins University

*Bachelor of Science*

CS GPA: 3.6/4.0

Computer Science and Applied Math and Statistics

Minors in Robotics, Psychology, Mathematics

Baltimore, MD

Expected May 2024

### SKILLS

- Coding Languages: Java, Python, C#, C++, C, JavaScript, x86 - 64 Assembly, Dart, Go, RestAPI
- Development Frameworks: Flutter, React
- Content Creation: Microsoft Office, Adobe Creative Suite, OBS, Android Studio, LaTeX, and Unity
- Project Methodologies: Agile, Waterfall

### EXPERIENCE

#### SKILLINK

*Founder*

Baltimore, MD

March 2023 - Present

- Invented a business with goal of revolutionizing networking market by addressing significant issues within industry, with strategic aim of capturing a 5% market share
- Constructed a tailored website and backend infrastructure, employing HTML5, CSS3, Node.js, and s3, to enable swift client connections and deliver a platform for personalized customer input
- Competed in the Spark Accelerator, securing a \$500 investment and leveraging mentor resources to develop a Minimum Viable Product (MVP) for project

#### JOHNS HOPKINS UNIVERSITY

*Academic Support - Tutor*

Baltimore, MD

August 2022 - Present

- Acted as a valuable resource and mentor for students enrolled in introductory computer science courses at Johns Hopkins University
- Served as a student resource for students taking the Gateway Computing course, providing instruction for 5 students weekly
- Formulated individualized tutoring plans for each student depending on need and class difficulty; for Javascript, Python, Java, C, C++

#### SAINT MARY ARCHANGEL MICHEAL

*Fullstack Developer*

Remote

June 2022 - August 2023

- Created and maintained a website using React, Firebase Database, and EmailJS
- Collaborated with clients to enhance service accessibility by spearheading a complete redesign of user experience tailored for older users aged 60 and above

#### DELINEO MODELING PROJECT

*Student Leader*

Remote

January 2021 - May 2023

- Managed a team of fifty Computer Science students to implement Agile Project Management
- Created the AnyTown simulation, a visual for COVID-19 leveraging Unity, C#, and React
- Accelerated communication with Microsoft Research and AWS and tested a COVID-19 dashboard on Azure Kubernetes
- Developed an API and Database using SQL to store user simulation runs

#### THE GOOD SHEPHERD

*Web Developer*

Remote

January 2023 - April 2023

- Crafted a bespoke website and mobile app tailored to meet needs of the Orthodox Church community, resulting in heightened engagement and overall satisfaction, employing Next.js, React, and CSS3
- Blueprinted future design, such as account support utilizing SQL, or building new add-ons

### PROJECTS

#### BAKHIT.ME

*Head Developer*

Remote

March 2022 - Present

- Devised a personal website deploying React and JavaScript to act as individualized portfolio
- Built a customized resume viewer on website, ensuring a user-friendly and seamless experience for visitors to easily access and navigate resume

## **DISCORD SERVER BOT**

*Developer*

Remote

August 2021 - Present

- Devised an interactive bot efficiently processes user input and provides contextually relevant responses. Additionally, bot autonomously generates customized quiz questions for students by extracting data from a CSV file, revamping student engagement by 40%
- Formulated an efficient system to leverage pre-existing infrastructure for disseminating information about significant data breaches and website outages via Firebase Realtime database, enhancing user access and information availability

## **HOPHACKS HACKATHON**

*Covid Tracker*

Baltimore, MD

August 2020 - August 2020

- Executed a 48-hour hackathon project with goal of fetching information from JHU dashboard through an API and implementing a private tracing list for users
- Provided users with 10,000 private accounts to securely store information and enabled to stay constantly updated with real-time COVID progression in the Baltimore area by closely monitoring data from the CDC and JHU

## **LEADERSHIP & INVOLVEMENT**

### **STUDENT GOVERNMENT ASSOCIATION**

*Senior Class Senator*

Baltimore, MD

May 2023 - Present

- Organized 2+ events on campus as part of Senior Class Programming Board
- Designed Initiatives with other Senators to improve Campus Student Life, such as improving Library Access
- Advocated for and implemented a campus prayer room by liaising with Sheridan Libraries representatives once a month, ensuring a dedicated space for spiritual needs
- Managed and improved student services, including library resources, health and wellness programs, housing accommodations, career counseling, and financial aid support through office of LEED
- Structured curriculum development within the Whiting School of Engineering, addressing student-specific concerns and enhancing academic programs through monthly meetings with faculty and staff

### **OCCM**

*President*

Baltimore, MD

August 2023 - Present

- Developed a club for 10+ students and facilitated a space for people to open communication
- Coordinated with LEED office to assign a space for weekly General Body Meetings
- Drove initiative to assist members of executive staff in reaching out to other OCCM representatives to allow cross school communication between other religious organizations, including food service activities with greater Baltimore area

### **HOPMC**

*President*

Baltimore, MD

August 2020 - May 2022

- Coordinated project with the Digital Media Center at Hopkins to provide students with a place to play video games, such as Minecraft for 60+ students
- Built customized advertising campaigns and orchestrated events specifically tailored to diverse groups and interests, including designers, musicians, and competitive students, yielding a 20-student increase in attendance and heightened engagement within these targeted communities
- Delivered timely updates and swift responses to critical data breaches, including addressing the Log4j vulnerability, ensuring minimal downtime and maximum security for organization's systems and data, ensuring 60+ students a safe gaming experience