Christian Bakhit

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EDUCATION

Johns Hopkins University   Baltimore, MD
Bachelor of Science   Expected 05/2024
Bachelor of Science – Computer Science, Applied Math and Statistics / Minors in Robotics and Psychology

EXPERIENCE

DELINEO MODELING PROJECT   Remote
Student Leader   January 2021 - Present
- Manage 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
- Facilitated 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

SAINT MARY ARCHANGEL MICHEAL   Remote
Fullstack Developer   June 2022 - Present
- Created and maintain a website using React, Firebase Database, and EmailJS
- Researched and implemented new interfaces for users of website, including developing calender integrations, login and database integrations, and best case uses for a community of a large data range

JOHNS HOPKINS UNIVERSITY   Baltimore, MD
Academic Support - Tutor   August 2022 - Present
- Acted as a resource for students taking introductionary computer science classes at Johns Hopkins University
- Served as a student resource for students taking the Gateway Computing course, providing instruction for 5 students weekly
- Designed individualized tutoring plans for each student depending on need and class difficulty; for Javascript, Python, Java, C, C++

THE GOOD SHEPHERD   Remote
Web Developer   January 2023 - Present
- Established public facing website and phone application to best serve interested community, such as religious organizations
- Blueprinted future design, such as account support utilizing SQL, or designing new add-ons

PROJECTS

BAKHIT.ME   Remote
Head Developer   March 2022 - Present
- Devised a personal website deploying React and JavaScript to act as individualized portfolio
- Constructed individualized resume viewer for ease of viewing on website

DISCORD SERVER BOT   Remote
Developer   August 2021 - Present
- Devised bot takes in user input and responds appropriately; reads in a CSV of data and creates questions for students
- Developed a new design aims to leverage pre-existing infrastructure and serve users with information about large data breaches and website outages operating on Firebase Realtime database

LEADERSHIP & INVOLVEMENT

HOPMC   Baltimore, MD
President   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
- Constructed custom advertising and events to cater to specific groups and interests, including designers, musicians, and competitive students
- Delivered constant updates to respond to data breaches such as the Log4j vulnerability

SKILLS

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