Christopher Pittman

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Skills

Languages: HTML5, CSS, JavaScript, TypeScript, Java, Python, SQL
Web Technologies: React, NextJS, Svelte, SvelteKit, TailwindCSS, Firebase, NodeJS
Development Software: VS Code, IntelliJ IDEA, Android Studio, MySQL Workbench
Design Tools: Figma, Adobe Photoshop & Illustrator, Inkscape

Education

Rochester Institute of Technology, Rochester, NY   Expected May 2024
Bachelor of Science, Web and Mobile Computing   **GPA: 4.0**
- Related Courses: Web and Mobile I & II, Database and Data Modeling, Data Structures and Algorithms

Projects

RankEm, *Personal Project* ([Link](#))   December 2021-Present
- Developed a platform for ranking a collection of choices using SvelteKit and Firebase
- Implemented Google OAuth to store user specific data and limit multiple votes on rankings

CS:GO Stat Tracker, *Personal Project* (Link)   February 2022-Present
- Built a site to track my friends' stats for the popular video game *Counter Strike: Global Offensive*
- Used web scraping of a match data website to aggregate game data for in-depth analysis on each player

Friend's Portfolio Page, *Personal Project* ([Link](#))   March 2022-Present
- Helped design a fellow software engineer's portfolio website using Create React App

Vanilla Projects, *Web and Mobile II* ([Link](#))   February–April 2022
- Created a website using JavaScript and PHP to teach the user how to create websites using React
- Designed user interface compatibility for desktop and mobile using CSS

Leadership Experience

React Tutorial Website, *Web and Mobile II* ([Link](#))   February–April 2022
Team Lead
- Managed a group of 3 other students in creating a tutorial site for ReactJS
- Organized meetings between the group
- Guided discussions regarding how the site should look, what type of content we should include
- Handled database design and interaction with the frontend