

(831)-345-7627
San Francisco, CA

Christopher Wildenradt

ChristopherKWildenradt@gmail.com
[linkedin.com/in/ChrisKW](https://www.linkedin.com/in/ChrisKW)
github.com/ChrisW321

TECHNICAL SKILLS

Frontend: Javascript ES5+ • React • React Native • Redux • CSS Modules • AngularJS • JQuery • HTML5

Backend: NodeJS / Express • PostgreSQL • MySQL • MongoDB • Cassandra • Docker • Redis • NGINX • GraphQL • Socket.io

Other: CircleCI • Jest • Enzyme • Git & Github • Webpack • Grunt • New Relic • Babel • Amazon Web Services

PROJECTS

VacationDB | *PERN Full-stack app for booking rooms*

- Scaled microservice to handle 13,000 requests per second with 20M records of listing data by deploying multiple Node/Express servers with Elastic Load Balancer and a distributed PostgreSQL database
- Improved SEO and reduced page load time to less than 9 milliseconds by implementing React server-side rendering
- Implemented an LFU caching strategy with Redis for an 80% hit rate to increase throughput by 75%
- Reduced server latency by 80% by implementing Node clusters and server compression

Table.ly | *MERN Full-stack app for booking restaurants*

- Rendered sortable, filterable, paginated reviews using React and CSS modules to deliver modular UI/UX
- Deployed microservice with Docker to AWS EC2 instance to ensure a consistent development environment across instances
- Engineered Proxy server with teammates' bundles to automatically render microservice updates
- Established testing suite with Jest and Enzyme to achieve 85% code coverage
- Optimized load speed and workflow by using Grunt to gzip files straight to S3 bucket to achieve a 97 PageSpeed score

Crawler.io | *Social Media Web App*

- Leveraged GraphQL queries to combine separate endpoint requests into one fast request
- Implemented real-time chat between multiple clients with Socket.io for reduced server load and latency
- Persisted user inputs using MongoDB for data association and increased app extensibility

BlockChainClicker | *Mobile Freemium Game*

- Implemented Redux to isolate state changes and give the user the option to reverse gameplay decisions
- Utilized React Native to streamline development for both iOS and Android
- Optimized game economy using psychological principles to maximize user engagement

WORK EXPERIENCE

MacMurray Pacific Wholesale Hardware

San Francisco, CA

Sales Manager / Purchaser

August 2016 – June 2018

- Guided a team of 5 outside sales staff towards a 34% increase in yearly sales
- Negotiated vendor discounts to save the company tens of thousands of dollars
- Managed over 60 different product lines and decreased stock shortages by 23%
- Reduced inventory-days-on-hand to increase inventory turnover

Valco Properties

San Francisco, CA

Rental Property Manager

July 2017 – Present

- Prepare and analyze financial reports to identify ROI opportunities and potential future costs

EDUCATION

University of California, Los Angeles

B.A. 2016

Major: Business Economics

Cumulative GPA: 3.81

Hack Reactor

2018

Advanced Software Engineering Immersive