

# Christian D'Albano

## Software Developer

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## Summary

Passionate Software Developer and gaming enthusiast currently pursuing a degree in Computing Technology and Software Development. Skilled in object-oriented programming and collaborative development practices. Eager to contribute to Riot Games by leveraging my experience in creating interactive applications, optimizing code for performance, and understanding player-facing features. Dedicated to improving the gaming experience through my strong technical foundation and deep love for games like VALORANT, TFT, and League of Legends.

## Technical Proficiency

### Languages:

Java, C++, Python, JavaScript, TypeScript

### Development Areas:

Object-Oriented Programming, Data Structures, Algorithms, Game Development, Real-Time Data Processing

### Tools Platforms:

Git, GitHub, Docker, CI/CD, Jira

### Software Practices:

Unit Testing, Functional Testing, Integration Testing, Agile Methodologies

## Experience

### Software Support Engineer @ Mouseflow (Aug 2023 - Present)

- Developed and maintained Front-end, web integrations & core applications using Vue, Rest API's, JavaScript, HTML and CSS
- Implemented responsive design techniques to ensure optimal user experience across various devices and screen sizes.
- Authored comprehensive technical documentation and knowledge base entries to support user onboarding and reduce support inquiries by 40%.

### Frontend Developer Intern @ BudgetWise (Oct 2022 - Jan 2023)

- Worked as part of an Agile team to implement front-end features using JavaScript and TypeScript.

- Optimized data-driven visualizations, ensuring smooth interaction across devices and platforms.
- Collaborated with backend engineers to ensure seamless integration of APIs into front-end components.
- Gained experience in testing and debugging through unit and integration testing practices.

#### **Junior Software Developer @ Baptist Health South Florida (Jun 2021 - Aug 2022)**

- Assisted in developing healthcare applications, utilizing object-oriented principles to ensure robust and scalable software.
- Worked on processing and visualizing large amounts of patient data in real time, contributing to data-driven solutions.
- Collaborated with cross-functional teams to implement new features and resolve bugs, improving performance by 20%.

## **Projects**

#### **MTGen Web Application (<https://mtgen.chrisdalbano.com>)**

Built a card generator for Magic The Gathering using Vue.js and Firebase, focusing on real-time data processing and dynamic rendering of user requests.

Technologies: Vue.js, Firebase, Node.js

#### **QuizMEGPT Web Application (<https://quizmegpt.chrisdalbano.com>)**

Developed an AI-based quiz generator leveraging GPT-3, with real-time data handling and performance optimization.

Technologies: Vue.js, GPT-3 API, Firebase

#### **LOL Challenges Tracker (<https://github.com/chrisdalbano/lol-cd-challenges-tracker>)**

Built a Java-based application that utilizes Riot's LOL Challenges API to track player progression on in-game challenges. The app fetches and displays player information, along with the challenges they have progressed in, while providing real-time leaderboards for specific challenges at Master, Grandmaster, and Challenger levels. The project focuses on efficiently handling large amounts of player data and rendering it in a user-friendly format.

Technologies: Java, Riot Games API, JSON, REST, HTML, CSS

## **Education**

B.A.S Computing Technology and Software Development, Valencia College (2023 - 2026)

A.S Computer Programming and Analysis, Valencia College (2020 - 2023)

## **Additional Experience**

#### **Team Lead Manager @ Foxtail Coffee Co (Mar 2020 - Jun 2022)**

## **Skills**

- Object-Oriented Programming (Java, C++)
- Game Development Fundamentals

- Data Structures and Algorithms
- Real-Time Data Processing
- Collaboration and Agile Practices
- Software Testing (Unit, Functional, Integration)
- Git and Version Control