

CHRISTIAN CRAWFORD

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EDUCATION

Hampton University, Hampton, VA

June 2017 - Present

Bachelor of Science, Computer Information Systems

Expected Graduation: May 2023

TECHNICAL SKILLS

Programming Languages:

Java, C++, HTML, CSS, Javascript, Python, UNIX, LaTeX

Software & Tools:

Github, Processing, Git, Sublime Text, GB Studio, Jira, Figma, P5.js, IntelliJ

EXPERIENCE

Software Engineer Intern

May 2021 - August 2021

Target

- Worked in Kotlin to implement Support-API functionality, which allows team members to reduce time spent identifying issues by more than half while adhering to Agile principles and utilizing a Jira board.
- Implemented React and TypeScript to create a User Interface for Support-API functionality
- Implemented unit testing for both backend in Groovy to ensure efficiency of Support-API

Software Engineer & UX Developer

September 2020 - April 2021

Black Venture Capital Consortium Pitch Competition

- Resolved the issue of the lack of tutoring services provided for most college students by constructing StudySesh, an application to combat the rigid hours and physical restrictions of the campus.
- Lead UX Designer and software engineer of the application, Study Sesh
- Developed application with ReactJS for frontend development with Firebase and Spring Boot for the backend development

PROJECTS

Shy Hotline

June 2021

- Developed an automated mobile application to help shy people ask anonymous questions to others on Slack
- Utilized React Native and TypeScript to create the frontend
- Implemented shy users data(name, email, questions) into an Airtable spreadsheet to be stored and printed anonymously into Slack
- Completed project using Agile principles in 2 weeks for BVCC Software Engineering Bootcamp

Lost Memories Beta

May 2021

- Developed a 2-dimensional pixel art game utilizing the GB Studio game engine and Piskel pixel art program as a personal project then continued development as class project
- Implemented a system analyst approach toward the planning, project management and development of the game
- Integrated Erik Erikson's Psychological Stages through real-world applications told through a story

Google Hackathon - Listening Party

October 2018

- Proposed the purpose of the project as a function to connect people together through the love and exploration of music by sharing radio stations to experience music together with up to 5 people at a time
- Lead the design of the UX with Sublime Text Editor and developed the front-end of the web application by utilizing HTML, CSS, JavaScript