

## **Primary Focuses**

- Maintainable Software
- Secure Software
- Parallel Software

**Summary** – I am a software developer who thrives in the creative, problem-solving process that is software development. I am currently pursuing a Master's of Computer Science, and have spent the last 6 years building my craft. I have experience with full-stack web development, game development, systems programming, and desktop applications.

## **Skills**

Web Development	- Express.js, Typescript, Asp.Net, Angular, auth
Game Development	- Unity, UDP networking, pixel art, vector art
Systems Development	- Linux CLI, C++, Rust
Google Cloud Platform	- Cloud Run, Cloud Functions, Compute Engine
Desktop Development	- Xamarin, JavaFX (Java and Kotlin)

## **Education**

Master's of Science in Computer Science (Upcoming)

Portland State University
December 2018 – March 2022

Bachelor's of Science in Music Master's of Arts in Leadership

Multnomah University 2013 - 2018

Please feel free to look at my GitHub: <a href="https://github.com/christiannoelschmid">https://github.com/christiannoelschmid</a>

Please also look at my portfolio site: <a href="https://christianssoftware.com">https://christianssoftware.com</a>