# Cristian Ponce

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Portfolio: http://crispcrafts.com | GitHub: @Cristian006

## EDUCATION

**Cogswell Polytechnical College, San Jose, CA.**
*B.S., Computer Science: emphasis in Software Engineering*        Aug 2015 - May 2018 (expected)
**Clubs**: AI Society, Engineering Society, Game Development Club
**Relevant Coursework:** C++, C, Java, IOS Development, Android Development, Web
Development, Machine Learning, Operating Systems Concepts, Embedded Software Systems

## TECHNICAL SKILLS & LANGUAGES

- Languages: English, Spanish
- Operating Systems: Windows, OSX, Linux/Unix
- Technical Languages: C# .Net, JavaScript, Java/Android, Python, C++, C, IOS/Swift, Git
- Libraries/Frameworks: Electron, React, React-Native, Redux, Polymer etc.
- Database Architectures/Frameworks: NoSQL/MongoDB, FireBase, MySQL, SQLite
- Development Environments: Android Studio, XCode, Unity, MS Visual Studio

## WORK EXPERIENCE

**Indie Mobile Game Development - *Unity Game Engine (C# .Net / C++)***        Jan 2015 - Present
- Greek Wars, Jan 2015 - Present
- Starman's Voyage, Feb 2018 - March -2018
- Lead Engineer/Full Stack Developer - Programmed the frontend UI and backend game mechanics/systems
- Artist - Level design, character design, animation, UI/UX

**ACM International Collegiate Programming Contest, Participant - *Berkeley, CA***  Nov 2017
- http://www.acmicpc-pacnw.org/
- Team TCP - 56th / 94 teams

**Contract Web Development, *Full Stack Development***        Sep 2017 - Present
- Iris Hair Salon (http://iris-hair-salon.com) - Sep 2017
- Carrillos Construction (http://carrillos-construction.com) - Mar 2017
- Built with Polymer Javascript framework
- Modernized the companies' online presence

**iQor Repair Technician, *Tech Repair - Palo Alto, CA***        Feb 2016 - Sep 2017
- Troubleshoot units
- Rapidly repair and replace damaged parts on unit
- 3000+ phones repaired to date

**TLH Church App, *Java/Android and Swift/IOS Developer - San Jose, CA***        May 2017
- Contract work to build Android & IOS application
- Worked in Android Studio IDE using Java programming language
- Worked in XCode IDE using Swift programming language
- Used Firebase as a cloud backend to enable cross platform push notifications, NoSQL user database, and user authentication in both Android and IOS apps