

CHRISTOPHER MICKELSON

Junior Software Engineer

Minneapolis–St. Paul, MN | Open to U.S.-based remote roles and relocation

763-442-8872 | chrimson76@gmail.com

Portfolio: <https://digikixusa.github.io> | GitHub: <https://github.com/digikixusa>

PROFESSIONAL SUMMARY

Entry-level Software Engineer with a Bachelor of Science in Software Engineering and a strong generalist foundation across Java, Python, JavaScript/TypeScript, SQL, and C#. Experienced in designing, implementing, and debugging software through academic capstone work, personal projects, and applied development in game and application contexts. Brings disciplined engineering habits, documentation rigor, and problem-solving skills developed in regulated manufacturing environments.

TECHNICAL SKILLS

- Languages: Java, Python, JavaScript, TypeScript, SQL, C#, C++
- Frameworks & Platforms: Spring Boot, Android SDK, Unity
- Development Tools: Git, Docker, Visual Studio, IntelliJ IDEA, VS Code, Android Studio
- Systems & Concepts: Object-oriented programming (OOP), data structures, REST APIs, debugging, version control, Linux (Debian, Red Hat)

PROJECTS

Capstone Project – Software Engineering (Western Governors University)

- Designed and implemented a full-stack application as a capstone project, applying object-oriented design principles, data persistence, and structured testing.
- Developed backend functionality and business logic using Java and Spring Boot, with SQL-based data storage.
- Documented system architecture, requirements, and testing results in accordance with academic and professional standards.

Game & Interactive Application Projects (Unity / C#)

- Developed multiple interactive applications and games using C# and the Unity engine, implementing gameplay systems, state management, input handling, and debugging workflows.
- Applied software engineering principles such as modular design, iteration, and refactoring to improve maintainability and performance.

Custom Android Game Framework (Exploratory Project)

- Designed and implemented core systems for a custom Android game framework, including rendering loops, input handling, and application lifecycle management.
- Used the project to explore engine architecture, performance constraints, and low-level problem-solving in a mobile environment.

EDUCATION

Western Governors University

Bachelor of Science – Software Engineering | September 2025

ADDITIONAL EXPERIENCE

Manufacturing Quality & Technical Roles | 2010–2025

- Developed strong analytical, documentation, and cross-functional collaboration skills transferable to software engineering roles.
- Gained experience working in regulated environments requiring precision, traceability, and structured problem resolution.