CHRISTOPHER MICKELSON
Junior Software Engineer
Minneapolis–St. Paul, MN | Open to U.S.-based remote roles and relocation
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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 (SELECTED)
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.