

Christopher Bland

Full Stack Web/Software Developer -- Back End Engineer

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Summary

A game guru and entrepreneur who is highly energetic, outgoing, and detail-oriented. Handles multiple responsibilities simultaneously while providing exceptional customer service. Excels at all forms of modern technology, both software and hardware.

EDUCATION

The Iron Yard, Charleston, SC — *Back End Engineer*

May 2017 - August 2017

A 12 Week Full Stack Web Development bootcamp focusing on modern and progressive technologies. During my time at The Iron Yard I worked extensively with front and backend technologies, and specialized in object oriented back end development.

College of Charleston, Charleston, SC — BA

August 2008 - May 2011

Double majored in Political Science and Philosophy. Specialized in polymatic predicate calculus and policy making. Maintained a GPA above 3.0 and was a member of the Pi Sigma Alpha National Honors Society. Additionally, founded and presided over the College of Charleston Kiteboarding Club and boosted its membership to over 175. Handled the banking and all executive decisions as well as school appointed financing.

PROJECTS

Gabble — *Full Stack Social Media Application*

<https://github.com/FacesDev/Gabble>

A Full Stack Social Media Application allowing friends to collaborate and like posts. The tech stack includes: Javascript(ES6), Mocha, Node.js, postgresSQL, JQuery, Bootstrap, Materialize, HTML, CSS, and a REST Api.

Languages/Technologies

Java 8

Git

Javascript (ES5/ES6)

Node.js

JSON

Spring MVC

Mustache

REST

postgresSQL

MongoDB

Sequelize

Mocha

HTML

CSS

Bootstrap

Test Driven Development

Agile methodology

Functional Programing

Object Oriented Programing

Docker

SoapUI

Volunteer/Interests

Habitat for Humanity

Game Development

Advanced Programing

BlockChain Technologies