Christopher Diasanta

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PROFESSIONAL OBJECTIVE

To acquire a position in a software development environment that will provide for both technical and professional growth.

EDUCATION

Old Dominion University, College of Science

Bachelors of Science in Computer Science

Tidewater Community College

Associate of Science in Computer Science

GPA 3.32

GPA 3.56

Norfolk, VA August 2018 – December 2020

Norfolk, VA

August 2016 – May 2018

SKILLS

Technical Strong Object-Oriented skills, Strong Data Structures & Algorithm Skills,

Understanding of Relational Databases

Familiarity with software development process(test-driven development, Agile),

Experience with developing GUI's and APIs,

Languages C++, Java, HTML, CSS, PHP, SQL, PL/SQL, MySQL, JavaScript, .NET Framework, Spring Framework

IDE's/Building Familiarity with different IDE's such as Eclipse, Visual Studio,IntelliJ, Vim, and Emacs

Experience utilizing build managers, Experience using Unix/Linux systems,

Experience using frameworks, like Spring, .NET, Entity

Experience with Git, Experience with documentation such as JavaDocs., Experience with Unit Testing,

Familiarity with GitLab and issue tracking

Soft Problem Solving, Detail-oriented, Team-oriented, Active Listener, Adaptable, Effective Time management,

Organization

EMPLOYMENT

Sales Associate at 7-Eleven

January 2015 - April 2019

- Worked closely with other colleagues to create and ensure a clean, customer-friendly environment
- Effectively managed time to complete tasks such as sorting stock, taking inventory, cashier duties, managing retail displays, and cleaning

Assistant Manager at 7-Eleven

April 2019 - Present

- Analyzed problems whether it be customer, environmental, or technical related and acted accordingly to address the issue.
- Effectively communicate with colleagues to establish shift duties and distribute the workload evenly
- Quickly grasped new routines and duties as an assistant manager, such as completing cash reports and inventory reports

PROJECTS / VOLUNTEER

Least Squares Calculator

October 2019 - December 2019

 An individual project in which algorithms were created to calculate a least squares approximation and piecewise linear interpolation on a given set of CPU temps log, performs calculations using linear algebra.

Game Eye

January 2020 – December 2020

- Collaborated with a team of six other members, where I served as a backend developer in developing a progressive web application
- Developed RESTful services and algorithms to perform web scraping on rss feeds
- Created algorithms to find articles cross-referenced with certain video games using Elasticsearch
- Created endpoints to call services created by other colleagues and created CLI commands for those endpoints
- Contributed in writing sections of a team SRS document and user stories

Volunteer Usher at St. Matthews Church

June 2011 - Present

Effectively worked together with other Ushers in seating people and planned on efficiently using available seating space.