

Christopher G Greenblatt

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GitHub: <https://github.com/Greenblc>

Portfolio: <https://greenblc.github.io/Portfolio/>

EXPERIENCE

PuttShack Atlanta, GA— *Technician*

July 2024 - Present

- Troubleshoot software, hardware, and network issues on interactive mini-golf systems
- Rewired power, connected pin headers, and maintained embedded systems; resolved 80% of issues within a week
- Provided customer support and ensured reliable operation of all electronic systems

ADT - SafeHaven —Atlanta, GA— *Technician*

November 2023 - July 2024

- Documented IT support activities, system configurations, and incident logs
- Conducted regular system maintenance, including patch management and preventive measures to enhance system reliability
- Delivered high-quality customer service, improving customer satisfaction scores

Daytona State College—Daytona Beach, FL — *Student Technician*

August 2019 - May 2021

- Successfully imaged and deployed over 150 computers, ensuring accurate network configuration
- Resolved an average of 30 hardware and software issues per week

Atomic — San Francisco, CA—IT Intern, Server Monitoring

May 2020 - August 2020

- Monitored Server performance using query tools
- Performed data backups on Linux systems

CERTIFICATIONS

AWS Certified Cloud Practitioner, Amazon Web Services – June 2025
HTML, CSS, and JavaScript for Web Developers, Johns Hopkins University (Coursera) —May 2024

EDUCATION

Pennsylvania State University, Pennsylvania— *Software Engineering*

August 2021 - August 2025

Daytona State College , Daytona Beach— *Associate of Information Technology*

August 2019- May 2021

Technical Skills

- **Frontend Development:** HTML5, CSS3, JavaScript (ES6+), Bootstrap, Responsive Design, UI/UX Principles
- **Backend Development:** Python, SQL, RESTful APIs, Node.js (basic), Server-Side Scripting
- **Version Control & DevOps:** Git, GitHub, Docker, AWS EC2, Continuous Deployment Practices
- **Development Environments:** Visual Studio Code, Sublime Text, Linux Command Line, Ubuntu, Windows
- **Other Tools & Technologies:** VirtualBox, Figma (basic), Agile Workflows, Cross-Browser Debugging

Projects

- **Personal Website**
Built a responsive web application with HTML, CSS, JavaScript, and Bootstrap [Code on GitHub]
- **3D Elemental Platformer Game**
Currently developing a 3D platformer where players control elemental powers to navigate environments and combat enemies. Built in Unity using C#, focusing on gameplay mechanics, and level design. [on portfolio]