

Christopher (Chris) Marston

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EDUCATION

BS Computer Science – University of Utah | Salt Lake City, UT

Jan 2021 – May 2024

BS Anthropology – University of Utah | Salt Lake City, UT

Aug 2014 – May 2019

WORK EXPERIENCE

BLUESTAQ | Software Engineering Intern

Jun 2023 – Aug 2023

- Worked on a team of two to develop Groovy (Java) scripts to pre-process and validate data before storing it in the company's databases, thereby ensuring data integrity for data consumers.
- Scripts were designed to efficiently validate incoming data and improve data provider experience by providing them with human-readable error responses via HTTP responses or via email.
- Technologies: Java, Groovy, NiFi, Postman, REST APIs

BLUESTAQ | Full-Stack Web Development Intern

Jun 2022 – Aug 2022

- Developed a secure file transfer web portal for transferring files between internal and external users.
- Technologies: JavaScript, Node.js, Vue.js, HTML, CSS, AWS S3, Docker

PROJECTS

EcoSim | C# · Unity

Aug 2023 – Present

- EcoSim is a package for Unity games that allows developers to quickly build immersive economies with item prices that respond to supply, demand, and other factors.
- Over two semesters, our team of four designed and built a fully functioning economic simulation algorithm, Unity tools, and a graphical visualizer that can be imported directly into Unity as a dependency.
- My primary responsibility was for the design and implementation of the core simulation algorithm.

Compound Interest Calculator | [demo](#) | React.js · Bootstrap · JavaScript · HTML · CSS

Jan 2023

- A compound interest calculator web app built to learn React.js and Bootstrap.

Personal Website | JavaScript · Node.js · Express.js · HTML · CSS · NginX · Passport.js

Aug 2023

- A personal website and blog built with Node.js and Express.js, an admin portal built with Passport.js, and deployed to a Raspberry Pi with an NginX proxy.

Vidya Intarweb Playlist Clone | [demo](#) | JavaScript · HTML · CSS · JSON

Jun 2023

- A clone of the UI and logic (JS) of an online video game music audio player with a relatively unique UI.

Legos Through the Ages | [demo](#) | D3.js · JavaScript · HTML · CSS

Dec 2022

- A data visualization website showcasing how Lego sets have changed over time built with D3.js as a final project for my Visualization for Data Science (CS 4630) class.
- Project voted "[top 4 best projects of 2022](#)" by the course professor and teaching staff.

TECHNICAL SKILLS

Languages: C#, Java, JavaScript, Python, HTML, CSS, SQL

Frameworks: React.js, FastAPI, Node.js, Bootstrap, Tailwind

Databases: SQLite, MySQL

Tools: Git, Postman

Notable Courses: Databases (SQL), Web Dev II, Computer Security, Algorithms, Visualization for Data Science