

Christopher (Chris) Marston

Computer Science Student

github.com/KrisAirdancer | linkedin.com/in/chris-s-marston | csmarston.com

Computer Science student (graduating May 2024) with two summers of internship experience developing data management systems and web applications. Non-work experience includes projects involving algorithm development, backend web development, and a modest amount of frontend work. Most skilled in C#, Java, JavaScript, and Python. Seeking an entry-level role as a Software Engineer, but interested in a wide range of software applications and is eager to learn new skills and technologies.

EDUCATION

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

JAN 2021 – MAY 2024 (planned)

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.

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.

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.

SKILLS & COURSES

Tools & Technologies: C#, Java, JavaScript, Python, HTML, CSS, Node.js, Express.js, React.js, Bootstrap, Git, Postman

Courses: Databases (in-progress), Web Dev II (in-progress), Computer Graphics, Programming Languages, Computer Security, Algorithms, Software Practice I & II, and Visualization for Data Science