

# Kristopher Parchen

## WEB DEVELOPER

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Portfolio: <http://krystneto.github.io/portfolio/>

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### SUMMARY

Highly driven professional with a broad knowledge and understanding of various computer technologies that started from Computer-Aided Draft to now Web Development. Experienced, team leader responsible for the success of delivering projects on time from conception to execution. Exceptionally motivated with a strong dependable work ethic. Thrives in environments that embraces new technologies as well as supports growth and the development of technical skills. Currently working to enhance and improve the *Credit Rewards Cheatsheet*, a single-page application using React and Redux to build a responsive user experience.

### TECHNICAL SKILLS

HTML5 / CSS3 / Bootstrap / AJAX / JSON / SASS  
JavaScript / jQuery / Handlebars / React / Redux  
MongoDB / Express / AngularJS / NodeJS / PostgreSQL  
Git / Github / NPM

### PROJECTS

#### ***Credit Rewards Cheatsheet***

- A web application developed to offer users an easy way to maximize credit card rewards for each category of purchase.
- This application was built using React, Redux, React-Bootstrap, JavaScript, NodeJS, Express, MongoDB and was deployed with Heroku.

#### ***“Storry”***

- A fun web application that allows users to create a caption based on a set of ten random words that are used to describe a random gif and post their responses to a wall.
- Lead a team of four and was responsible for both the workflow and setting up the back-end server.
- This application was built using HTML5, CSS3, JavaScript, jQuery, NodeJS, Express, MongoDB and was deployed with Heroku.

#### ***Burst Card Database Creator***

- A web application allowing users to create custom playing cards for the trading card game, *Burst*.
- This application was built using HTML5, CSS/Bootstrap, JavaScript, NodeJS, Express, MongoDB, Handlebars and was deployed with Heroku.

#### ***Sigh...Man***

- An alternative web based version of the popular game, *Simon*, developed in a one week sprint.
- This game was built using HTML5, CSS3 and JavaScript/jQuery and was deployed with GitHub Pages.

### EXPERIENCE

#### **CNC Programmer/Shop Supervisor - System Divisions, Inc.** Irvine, CA.

Sept 2014 - Nov 2016

- Designed dynamic high-speed programs using MasterCAM and Unigraphics.
- Modified and debugged existing CNC programs to increase efficiencies of operations.
- Supervised and trained newly employed operators to ensure work best practices.

### EDUCATION

#### **Web Development Immersive Program - General Assembly**, Los Angeles, CA.

2016 - 2017