

Kristopher Parchen

WEB DEVELOPER

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SUMMARY

Highly driven and trained developer with a passion for various computer technologies, from Computer-Aided Draft to modern web programming tools. Experienced team leader responsible for delivering successful projects from conception to execution. Thrives in environments that embrace new technologies, as well as support growth and the development of technical skills. Currently working with Materia, Inc., to create new features and updates to their website.

TECHNICAL SKILLS

HTML5, CSS3, JavaScript, jQuery, Bootstrap, SASS, ExpressionEngine
React, Redux, AngularJS, Node.js, MongoDB, Git, Github, PostgreSQL

PROFESSIONAL WEB DEVELOPMENT EXPERIENCE

Web Developer (Freelance) - *Materia*, Pasadena, CA

August 2017 - Present

- Managed client's website to update new content and banners using ExpressionEngine (Content Management System).
- Provided continuous remote support for many of the client's business deadlines.
- Collaborated with the client to improve user experience and site navigation.

PROJECTS

Credit Rewards Cheatsheet - credit-rewards-cheatsheet.herokuapp.com/

- 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, Node.js, Express, MongoDB and was deployed via Heroku.

Sigh...Man - krystneto.github.io/project_01_build_a_game/

- 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 hosted on GitHub Pages.

"Storry" - storry.herokuapp.com/

- 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.
- Scrum Master / GitHub Manager of 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, Node.js, Express, MongoDB and was deployed via Heroku.

ADDITIONAL WORK EXPERIENCE

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

September 2014 - November 2016

- Successfully established the production workflow and culture for operational procedures.
- Designed and maintained dynamic high-speed CNC programs for increased reusability.
- Improved efficiencies of operations by modifying and debugging existing programs.
- Ensured best work practices with proper training and supervision of newly employed operators.

EDUCATION

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

2016 - 2017