Christian Norris

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# Work Experience

## Software Engineer/Scrum Master | ASRC Federal | June 2022-Present

* Built, tested, and delivered a new large software component to a customer using Java, C++, and Python/JUnit for testing. A small team of myself and two otshe/hers fulfilled this contract from start to finish.
* Awarded a Certificate of Appreciation for designing and implementing an event processing system between Java, C++, and Ada using a pub/sub messaging system and a factory to perform type casting.
* Led daily standup meetings for my team, planned Jira stories sprint-by-sprint, and worked closely alongside both engineers and testers to fulfill a contract’s requirements from start to finish.

## Associate Software Engineer/Video Content Specialist | Blitz.gg | August 2020-January 2022

* Engineered a content recommendation algorithm leveraging Javascript and Node.Js while working with data engineers to optimize user parameters, leading to a significant boost in click-through rates.
* Wrote, recorded, and edited video content for the 200+ million users using the Blitz.gg platform.

# Technical Skills & Abilities

## Desktop and Backend Development | 5-7 years

* C++, Java, C# (with .NET), Python, C

## SQL and NoSQL databases | 4 years

* PostgreSQL, MySQL, AWS, Azure, Google Cloud Platform, MongoDB

## Web and Mobile Development | 4 Years

* **Languages:** Javascript, TypeScript, HTML5, CSS3, Swift, PHP
* **Frameworks:** React, Node, Spring boot, Angular, Express, React Native, SwiftUI, UIKit

# Personal Projects

## Large-scale Text Replacement Desktop App

* Designed and created a desktop application and server API that uses a modified Aho-Corasick algorithm to swiftly perform high amounts of text replacements on large docx, xlsx, and txt files. Uses C# and WPF using the .NET framework, following the MVVM design pattern with a pub/sub messaging system.

## Multi-threaded Web and Proxy Server

* Built a client, proxy server, and multi-threaded web server built upon system-level C code that supports GET, HEAD, and PUT requests. The servers employ various techniques such as load balancing, persistent connections, and caching to improve performance.

## Desktop/Mobile Email Application

* Created an email application usable through any desktop or mobile web browser. Using the PERN stack, I built both the frontend and backend using modern tools such as Javascript React and Express.

## IOS Instant Messaging App

* Developed a native mobile app for iOS devices that allows users to create an account and chat with otshe/hers in real-time via text, image, video, or audio. This is built upon popular Apple frameworks Swift and UIKit, and with Google Firebase used for databasing.

# Education

## University of California, Santa Cruz | 2022

* Bachelor of Science, Computer Science

## Fullerton College | 2020

* Associate of Science, Mathematics
* Associate of Science, Physics