

Christopher Pelnar

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Software Engineer

Specializing in Ruby on Rails development.

- **Innovative software engineer** offering 2 years of experience in the full software development lifecycle – from concept through delivery of next-generation applications and customizable solutions.
 - **Known for excellent troubleshooting skills** – able to analyze code and engineer well-researched, cost-effective and responsive solutions.
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Technical Tools

Ruby on Rails, Ruby, PostgreSQL, JavaScript, HTML, CSS, Bootstrap, jQuery, Heroku, Agile development, SASS/SCSS, Angular, Cron, AWS, DigitalOcean, Nginx, Apache, Ubuntu.

Professional Experience

Software Engineer, 09/16-10/16 – **TYPE2DESIGNS**, Tampa, FL

Contracted to finish a gambling application (playcubit.com) and was appointed project lead of the product.

Achievement Highlights:

- Added API endpoints to allow Android and iOS applications to access data.
- Fixed association between tables.
- Implemented Admin interface.
- Introduced strict weekly sprint meetings.
- Introduced task management technologies to increase organization and communication within the project.

Software Engineer, 07/16 to Present – **PATRICK MCDONNELL LLC**, Kissimmee, FL

Provide object-oriented software (OOS) design and development for a client building an ecommerce web application. **Achievement Highlights:**

- Contributed software engineering expertise in the development of products through the software lifecycle, from requirements definition through successful deployment.
- Excelled in rapid application development and management of technological issues for assigned projects.
- Introduced methodologies and best practices that enhanced product definition, release processes and customization of applications to user needs.
- <http://www.pawbookings.com>

Junior Software Engineer, 12/15 to 7/16 – **DIGITAL MEDIA SOLUTIONS**, Clearwater, FL

Assisted in the design and development of the central revenue generating application for a Fortune 500 company. **Achievement Highlights:**

- Worked closely with the product manager and business team, translating requests into technical solutions.
- Met daily with the CTO and mid-level developers working as a cohesive unit through whiteboard meetings and pair programming.
- Introduced new revenue generating features to the product.
- Participated in code reviews and weekly sprint meetings.
- Met all weekly project deadlines and completed tasks in full.

- Worked after hours monitoring the application and resolving bugs.
 - <http://www.simplyjobs.com>
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Education

Iron Hack- Miami, FL

-**Software Engineering Bootcamp** focusing on Ruby on Rails

Dev Bootcamp- New York, NY

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