

## **CHRISTOPHER ELLIS**

Houston, TX

936-900-0356

Christopher.42.ellis@gmail.com

<https://www.github.com/V1perW0lf>

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### **PROFESSIONAL SUMMARY**

Military Veteran with a Secret Security Clearance and 6 years of proven experience in the United States Army National Guard. Possess a comprehensive background in multichannel transmission systems derived from conducting domestic and global operations in the United States and Kuwait. Managed risk upon multiple lines to protect assets, property, and equipment valued over \$25M while meeting the expectations of senior leadership. Possess extensive knowledge in C#, MySQL, SQLite, and Visual Studio. Recipient of multiple awards for outstanding performance and professionalism. Career supported by a Bachelor's in Computer Science.

### **PROFESSIONAL EXPERIENCE**

#### **Texas Army National Guard – Various Locations**

**2012 – 2018**

##### **Multichannel Transmissions Systems Operator**

Managed strategic communication systems worth in excess of \$25M; provided expertise on devices in support of 400 employee accounts and retained a 99.9% network reliability during Operation Spartan Shield

- Oversaw and provided maintenance on assigned equipment, vehicles, security devices, and power generators worth \$500K
- Analyzed BIT/BITE diagnostics to isolate faults in the Line Replaceable Units; repaired communication devices which resulted in the company remaining 100% effective

### **PROJECTS**

#### **Sam Houston State University Extracurricular Activities**

- Developed program inside Visual Studio with C#, MySQL, and WinForms that communicated with a MySQL database stored on a Raspberry Pi at a remote location, which led to the acquisition of a \$2000 grant from E.U.R.E.C.A center on campus
- Using the Riot Games API, developed program inside Visual Studio with C# that pulled the data from numerous players in a video game at the request of professors for a research project

#### **Android Applications**

- Developed android application “Bonker”, a game written with Java inside of Eclipse that is currently published on the Google Play store
- Developed personal budgeting app written in Kotlin alongside MySQL inside of Android Studio

#### **Team Projects**

- Developed majority of 2D platformer video game written with C# inside of Unity, integrated core multiplayer components as well as collaborated with artists and game designers to implement 2D art and new gameplay elements

### **EDUCATION**

Bachelor of Science, Computer Science, Sam Houston State University, Huntsville, TX – May 2019  
(ABET Accredited)

### **TECHNICAL SKILLS**

**Software:** Microsoft Office, Visual Studio, Android Studio, Eclipse, Unity

**Operating Systems:** Mac / Microsoft Windows

**Programming:** Java; C#; MySQL; SQLite; Python; HTML; CSS