Christopher Blaylock

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Profile

I'm a former U.S. Navy Nuclear Engineer and Boeing Quality Engineer who discovered my passion for web development through The Odin Project and online tutorials. Proficient in HTML, CSS, JavaScript, and React.js, I bring a conscientious approach and a genuine drive to learn.

Education

02/2024 – PRESENT
Software Development
The Odin Project
Comprehensive web development curriculum.

01/2021 – 05/2022
MBA
University of Florida

08/2019 – 05/2021
Engineering Management
University of Florida

08/2013 – 05/2017
Nuclear Engineering
University of Florida

Work Experience

06/2022 – PRESENT
CHARLESTON, SOUTH CAROLINA
Quality Engineer
Boeing
Streamlined critical production processes and led defect-reduction initiatives on the 787 program, applying a data-driven approach to complex manufacturing.
- **Reduced defects by 10%** and **cut rework by 15%** through statistical analysis and targeted improvements.

06/2017 – 06/2022
CHARLESTON, SOUTH CAROLINA
Nuclear Engineer
US Navy
Trained and mentored over 1,000 future nuclear submarine operators in reactor systems, emphasizing collaborative problem-solving while building confident, capable professionals.
- Led **teams of up to 30** in daily reactor operations, applying strong leadership and communication skills to maintain operational excellence.

Projects

Shopping Cart App
https://github.com/cblaylock18/mock-shopping-cart
React, JavaScript, CSS Modules, React Router, Vite, Vitest
- Built a fully responsive eCommerce-style web app with real-time cart updates and product filtering.
- Integrated **FakeStore API** for dynamic product data, managing state with **React**.
- Deployed on **Vercel**; version-controlled with **Git/GitHub** and tested with **Vitest**.

Memory Card
https://github.com/cblaylock18/memory-card
React, JavaScript, CSS, RESTful API
- Built a dynamic memory game with fetched Pokémon cards, using **React** and **Fetch API**.
- Implemented score tracking, random shuffle logic, and a responsive layout to enhance the gaming experience.
- Deployed on **Vercel**, managed with **Git/GitHub**, and designed for scalability and readability.

Battleship
Vanilla JavaScript, DOM Manipulation, Jest, TDD
https://github.com/cblaylock18/battleship
- Built a classic Battleship game from scratch, implementing game board setup, ship placement, hit detection, and a basic AI opponent.
- Employed test-driven development with Jest.

Skills

FRONTEND SKILLS
HTML, CSS, JavaScript
Accessibility (a11y)
CSS Modules
React

BUILD & DEPLOYMENT
Git, GitHub
Webpack, Babel
Vercel

TESTING
Jest
Vitest
React Testing Library

COLLABORATION
Scrum (CSM)
Kanban