

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 to my work. I'm currently learning Node/Express to improve my Backend knowledge!

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.

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

Projects

Portfolio Site

<https://github.com/cblaylock18/portfolio-site-v1>

React, React Router, CSS Modules, Vite

- A single-page app with a custom **image slider**, **Context API**, and a **dark mode** toggle—with a strong focus on a11y and responsive design.

Shopping Cart App

<https://github.com/cblaylock18/mock-shopping-cart>

React, JavaScript, CSS Modules, React Router, Vite, Vitest

- 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.

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

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

📌 BUILD & DEPLOYMENT

Git, GitHub
Webpack, Babel
Vercel

📌 TESTING

Jest, Vitest
React Testing Library

📌 COLLABORATION

Scrum (CSM), Kanban