Chris Boveda

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SUMMARY

Recent graduate with experience in full-stack development, object-oriented programming, and distributed services, as well as 10 years of experience as a packaging design engineer and engineering manager. Actively seeking local or remote opportunities in web and game development as an individual contributor with a growth path towards team leadership.

EDUCATION

B.S. Software Engineering, *summa cum laude*   December 2022
Arizona State University, Tempe, AZ   4.10 GPA

TECHNICAL SKILLS

Languages and Frameworks: C, C#, Java, JavaScript, Swift, Python, HTML/CSS, Node.JS, React.JS, React Native, Express.JS, Next.JS, Tailwind, Electron, SQL, Unity Test, NUnit
Tools, Skills, and OS:, Git, GitHub, GitHub Actions, Taiga, CodeCov.io, Firebase, RESTful API, Windows, MacOS, Linux/Unix, CLI, Bash, Unity (v2020.3, v2021.3), Unity Netcode, Unity Game Services
Certifications: Foundational Certification in Agile Scrum (Udemy, 2023)

PROJECTS

Project YOMI (Working Title/In Development), *Personal Project*   Spring 2023
- Designed and developed a multiplayer turn-based fighting game for iOS, built on the Unity engine with Unity Netcode and Unity Game Services for online gameplay
- Utilized best-practices and common patterns in object-oriented design to promote maintainability and testability

IIoT Temperature Monitor, *Class Project*   Fall 2022
- Developed program for the Atmega 328P microcontroller that measured and logged simulated temperature readings with hysteresis, and communicated with a central controller via a RESTful API
- Utilized a priority queue, state machines, a watchdog timer, and interrupt vectors to ensure all process tasks were completed before their deadlines on the single-threaded processor

DEV.to Clone, *Personal Project*   Summer 2022
- Built with Next.JS and Firebase, with features such as server-side generation with partial hydration, search-engine optimization, and social elements such as customizable usernames, post creation and editing, and post "liking"

Far Flung: A Psyche Mission Adventure, *Capstone Project*   Spring 2022
- Collaborated with a team of 5 in a Scrum development environment to develop an educational browser-based game built on the Unity engine consisting of five unique min-games connected by a narrative story campaign.
- Implemented the CI/CD pipeline with GitHub actions and automated reporting via CodeCov.io, allowing the team to meet code coverage goals and ensure build stability throughout development
- Presented regular updates and product demonstrations to project stakeholders and collected user feedback to measure engagement and satisfaction, allowing for continuous improvement and iteration of the final product

Distributed Microservices, *Class Project*   Fall 2021
- Demonstrated understanding of gRPC protocol and distributed architecture to develop a set of simple microservices for text and image processing, register them on a central registry, and manage multiple worker nodes, allowing other students to test the service functionality remotely and concurrently

PROFESSIONAL EXPERIENCE

TransPak Inc., Tualatin, Oregon: Packaging Engineering Manager   5/2013 - Present
- Played leading role in establishing TransPak as the preferred vendor for multiple industry leaders in the semiconductor, automotive, and aerospace industries
- Improved proposal generation rate by 42% by implementing Kanban style project management and automating design process bottlenecks across the entire global engineering organization
- Enhanced accuracy of manufacturing labor estimation model through empirical data analysis and the development of a robust prediction algorithm