Christopher Bowman

Software Engineer - New London, CT | 508-302-9166

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SUMMARY

Motivated full-stack software engineer with an aptitude for learning new skills quickly. Strong team player who has contributed to multiple teams and helped drive the design and development of many full-stack applications. Prior to software development, I gained valuable experience in solving difficult and ambiguous problems as a mechanical engineer. Motivated self-starter committed to continuous improvement and staying up-to-date with industry trends. Seeking to leverage my engineering experience to drive innovation and contribute to impactful projects.

TECHNICAL SKILLS

Languages & Technologies - JavaScript | Python | Java | SQL | WordPress | Webflow | Figma
Libraries & Frameworks - React.js | Next.js | Express.js | Django | Flask
Databases - PostgreSQL | MongoDB
Cloud Services - Amazon Web Services (AWS)

PROFESSIONAL WORK EXPERIENCE

NextGen Coders Academy - Software Engineer | 8/2023 - Present
- Designed and built the company website with Next.js, React.js and Tailwind CSS with a team of 6 software engineers.
- Helped architect a Node/Express RESTful API using PostgreSQL as the backing data store.
- Created curriculum for boot camp students, utilizing Notion and GitHub for collaborative project management. The final curriculum included sections that cover: HTML/CSS, JavaScript, data types, objects, classes, and methods.

Scott's Landscaping, Inc - Senior Software Engineer | 2/2023 - Present
(**https://scottslandscaping.org**) (**https://github.com/cbowman422/scottslandscaping**)
- Designed and built a responsive web application with React.js to replace the company's old and dated website.
- Improved overall accessibility (A11y) across devices and increased user retention rate by 15%.
- Enhanced user experience and user interface (UX/UI), resulting in a 30% increase in website engagement and a 20% decrease in bounce rate.
- Managed the transfer of the domain registrar, email hosting, and updated DNS records to Namecheap and Vercel resulting in a 60% decrease in annual hosting cost. Worked closely with the team at Scott's Landscaping to ensure that downtime was kept to a minimum and ensure changes did not impact day-to-day business.
- Managed email complications by executing a transfer from POP to IMAP resulting in a 100% decrease of lost emails.

SpaceLab - DevOps Engineer Internship | 6/2023 - 8/2023
(**https://spacelab.space/**)
- Built scalable backend environment utilizing cloud-native functionalities (AWS EC2, AWS Fargate, etc.)
- Led the charge to design the cloud-native deployment system using AWS Fargate and Docker to achieve scalability while also balancing cost.
- Leveraged ChatGPT to help supplement my skills and improve my knowledge on topics such as AWS, GraphQL, and Docker.

General Dynamics Electric Boat - Engineer II | 6/2020 - 11/2022
- Produced FEA models for 2 Virginia and 1 Columbia class Submarine, using ABAQUS scripting with Python.
- Analyzed technical models with Finite Element Method software ABAQUS/CAE and in-house code.
- Collaborated with engineers to produce well-organized and professional documentation for calculations.

University of Massachusetts, Amherst - Teaching Assistant | 1/2019 - 12/2019
- Providing support and mentoring of two separate engineering classes while gaining important leadership experience.
- Hosted 2 and 3-hour, well-attended, office hour sessions twice weekly for 14 weeks and accurately graded over 300 projects of high technical difficulty.

EDUCATION

General Assembly - Software Engineering Immersive, Bootcamp | 2/2023
- Full stack software engineering immersive student in an intensive, twelve-week, 450+ hour program.
- Focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.
- Mentored students during group work and provided support with debugging code.
- Developed a portfolio of individual and group projects.

University of Massachusetts, Amherst - Bachelor of Science in Mechanical Engineering | 5/2020
- 3.44 GPA

SOFTWARE DEVELOPMENT PROJECTS

Money Mania - 3/2023
(**https://github.com/cbowman422/Money-Mania-Frontend**)
Tech Stack : MongoDB | Express | React.js | Node.js | HTML | CSS
- Developed a MERN application geared towards student finance education, which placed runner-up in the GA 2023 Gamifying Hackathon.
- Led a team of 3 UX/UI designers and 4 software engineers to accomplish MVP in a 4-day sprint.
- Designed the software architecture to fit the requisites of the React framework.
- Responsible for the Node.js, Express, and MongoDB RESTful back-end server and rebuilding 3 React.js front-end pages.

Messenger - 2/2023
(**https://github.com/cbowman422/messenger**)
Tech Stack : Socket.IO | MongoDB | Express | React.js | Node.js | HTML | CSS
- Acted as project lead for a dynamic messaging MERN application employing Socket.IO for real-time chat room messaging.
- Responsible for integrating a new library, Socket.IO, into a MERN application with authorization in order to accomplish MVP in a 1-week sprint.

HAPI HOUR - 12/2022
(**https://github.com/cbowman422/hapi-hour**)
Tech Stack : React.js | JavaScript | HTML | CSS | Grid | Flexbox | thecocktaildb.com
- HAPI Hour is a front-end web application built with React.js to navigate objects from a 3rd party API (thecocktaildb.com).
- Coordinated with another software engineer to accomplish MVP in a 1-week sprint and was mainly responsible for developing the React components.