

# CHRISTAN DE LUNA

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## EDUCATION

### B.S. Information Technology (Software Development)

Georgia Gwinnett College – Lawrenceville, Georgia

Awards: Dean's List, President's List

Expected: December 2017

GPA: 3.76

## SKILLS

### Technologies:

- HTML5, CSS3, JavaScript, PHP, Ruby, Java, SQL
- Bootstrap, SASS, LESS, jQuery, AngularJS, Vue.js, Laravel, Rails, MySQL, PostgreSQL

### Tools:

- OOP, SDLC, Waterfall, Agile | UI/UX/Responsive/Graphic Design | SEO, Google Analytics
- Git, Gulp, Webpack, NPM, Bower | GitHub, Heroku | WordPress | Photoshop, GIMP

## EXPERIENCE

### Web Developer Intern

January 2017 – August 2017

*Adult Swim*

- Updated web pages and deployed scripts, e.g., JavaScript, to facilitate front-end development tasks.
- Accomplished QA tests to ensure proper functionality, browser and device compatibility, and ad delivery.

### WordPress Developer Intern

September 2016 – October 2016

*Innovagears*

- Helped develop, design, and optimize client's website with WordPress, BugHerd, and other web technologies.

## PROJECTS

### Suri (Vue.js & Laravel)

May 2017 – July 2017

- Used Vue.js and Laravel in concert to build a student-learning SPA for an undergraduate research course.

### Xenoblade Chronicles Quiz (AngularJS)

December 2016

- Worked with AngularJS to build a quiz app, and hardcoded in JSON data to load questions and answers.

### Twinkle (MEAN)

August 2016 – December 2016

- Contributed to requirements and applied SDLC principles using a modified Waterfall methodology.
- Complied with creative director's mockups and suggestions to design the user interface and user experience.
- Improved front-end skills greatly, especially SASS and AngularJS.

### YouTube Link Sharer (Ruby on Rails)

April 2016 – May 2016

- Generated a MVC template by running a series of scaffold commands to create a simple CRUD app.

### Visual App (Ruby on Rails)

February 2016 – April 2016

- Applied in-class knowledge and employed external resources by brainstorming app ideas, modeling use cases and class diagrams, designing wireframes, and implementing code to develop a visual image hosting app.

### Super Elite: Space Adventure! (Java)

August 2015 – December 2015

- Contributed to a series of documentation and applied SDLC principles using Waterfall methodology.
- Designed and implemented player character, character stats, and basic combat system.
- Passed a series of JUnit tests for exceptions, and optimized code by refactoring and removing bugs.