

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

EXPERIENCE

Web Developer Intern

January 2017 – August 2017

Turner Broadcasting System (Adult Swim)

- Updated webpages 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 Axios and promises to consume REST API and perform CRUD operations on student data.
- Configured routes to update dashboard pages dynamically without reloads.
- Designed user interface and user experience written in SASS with minimal Bootstrap.

Xenoblade Chronicles Quiz (AngularJS)

December 2016

- Built a quiz app on the front-end, and fetched hardcoded-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.

SKILLS

Languages: HTML5, CSS3, JavaScript, PHP, Ruby, Java, SQL

Technologies: Bootstrap, SASS, LESS, ES6, jQuery, AngularJS, Vue.js, Laravel, Rails, MySQL, PostgreSQL, Oracle

Tools: Git | Gulp, Webpack, NPM, Yarn, Bower | GitHub, Docker, Heroku | WordPress | Photoshop, GIMP

Concepts: OOP, SDLC, Waterfall, Agile | UI/UX/Responsive/Graphic Design | SEO, Google Analytics