

CHRISTAN DE LUNA

Atlanta, Georgia | (770) 910-2701 | cideluna95@gmail.com

<http://www.linkedin.com/in/christan-de-luna> | <http://github.com/cdeluna95> | <http://cdeluna95.github.io>

EDUCATION

B.S. Information Technology (Software Development)

Expected: December 2017

Georgia Gwinnett College – Lawrenceville, Georgia

- GPA – 3.74
- Awards – Dean's List, President's List

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 - Present

Adult Swim

- Update web pages, and deploy scripts, e.g., JavaScript, to help 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 – Present

- Use 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.