

Christan de Luna

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EDUCATION

B.S. Information Technology (Software Development)

August 2017 (Expected)

Georgia Gwinnett College – Lawrenceville, Georgia

- GPA – 3.7
- Awards – Dean's List, President's List

SKILLS

Languages:

- HTML (HTML5), CSS (CSS3), JavaScript | Ruby, Java | MySQL, PostgreSQL

Technologies / Frameworks:

- Bootstrap, Sass, SCSS, LESS | jQuery, AngularJS, Ruby on Rails | JUnit

Services / Methodologies / Tools:

- CLI, Git Version Control | GitHub, Heroku | SDLC, OOP, Waterfall, Agile | REST, UI/UX/Responsive Design
- Eclipse, Visual Studio, Dreamweaver | WordPress, Photoshop, GIMP | Microsoft Word, PowerPoint

Personal Qualities:

Planning and organizational skills

Strong attention to detail

Able to prioritize and meet deadlines

Exceptional communication

Collaborative team environment

Strong desire to learn

PROJECTS

[Individual] Personal Website (Bootstrap)

January 2016 – Present

- Broaden HTML and CSS skills by experimenting with web designs and updating the website through GitHub.

[Individual] To Do List (HTML, JavaScript)

June 2016 – July 2016

- Used working knowledge of JavaScript that allows users to add, change, delete, or toggle items on a to do list.

[Academic] YouTube Link Sharer (Ruby on Rails)

April 2016 – May 2016

- Generated models and database migrations by running a series of scaffold commands to create a CRUD app.

[Individual] 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 hosting app.
- Implemented user authentication, file upload, rating system, image displays, and category dropdown menus.

[Academic] Super Elite: Space Adventure! (Java)

August 2015 – December 2015

- Coordinated with the team, remained on task, and communicated via email with high availability.
- Contributed to requirements, analysis, system design, and object design documents.
- 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.

RELEVANT COURSEWORK

Software Development Project

Software Development II

Software Development I

Software Testing & QA

Web Technologies

Advanced Programming (Java)

ACHIEVEMENTS

• Certification – Microsoft Technology Associate: Networking Fundamentals

May 2016

• Volunteering – Duluth Interact

Sept 2012 – Apr 2013

- Attended events to help gain the attention and awareness of certain programs, e.g., breast cancer walk.
- Volunteered in the thrift store to experience working in a retail environment.