

CHRISTAN DE LUNA

Atlanta, Georgia • (770) 910-2701 • cjdeluna95@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)

December 2017

Georgia Gwinnett College – Lawrenceville, Georgia

GPA: 3.76

Awards: Dean's List, President's List, Magna Cum Laude

Coursework: Advanced Programming, Advanced Databases, Web Development, Software Development, Software Testing & QA

EXPERIENCE

Web Developer Intern

January 2018 – Present

Turner Broadcasting System – Cartoon Network

- Will implement and design company website's login and registration system using HTML, CSS, and JavaScript.
- Will update an application using Java and Spring in some Node.js and Drupal environments.
- Will work in a complete Agile environment through daily scrums and JIRA's ticketing system.

Web Developer Intern

January 2017 – August 2017

Turner Broadcasting System – Adult Swim

- Assisted in the development of weekly homepage updates and other webpages related to company shows and streams.
- Employed AJAX to interact with the Turner API and fetch data related to drawings submitted by visitors on the homepage.
- Implemented an interactive list of Adult Swim's projects with Vue.js in class-based syntax instead of using just HTML and CSS.
- Performed QA tests on video player to ensure proper functionality, browser and device compatibility, and ad delivery.
- Accomplished data management in internal CMS, daily chat moderation, and online search of unwanted bootleg links.

WordPress Developer Intern

September 2016 – October 2016

Innovagears

- Developed, designed, and optimized client's website with WordPress and common web technologies.
- Used BugHerd to effectively communicate with the client, track assignments, and keep work flow going.

PROJECTS

Stormpath (Vue.js & Express.js)

December 2017

- Build an API service that allows developers to create, edit, and securely store user accounts and their data.

Suri (Vue.js & Laravel)

August 2017 – December 2017

- Used Axios and promises to send AJAX requests, consume REST API, and perform CRUD operations on student data.
- Configured routes with vue-router to update dashboard pages dynamically without reloads from the server.
- Designed the user interface and user experience in clean 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.

Visual App (Ruby on Rails)

February 2016 – April 2016

- Leveraged in-class knowledge and 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, Angular, Vue, Node, Express, Laravel, Rails, MySQL, PostgreSQL, Oracle

Tools: Git, NPM, Yarn, Bower, Gulp, Webpack, GitHub, Docker, Heroku, WordPress, Photoshop, Google Analytics

Concepts: Algorithms, Data Structures, OOP, SDLC, Waterfall, Agile, Scrum, UI/UX/Responsive/Graphic Design, SEO

Certifications: Microsoft Technology Associate: Networking Fundamentals, Oracle Database 11g: SQL Fundamentals I