

Christan de Luna

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EDUCATION

B.S. Information Technology (Software Development)

December 2017 (expected)

Georgia Gwinnett College – Lawrenceville, Georgia

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

SKILLS

Technologies:

- HTML5, CSS3, JavaScript | Ruby | Java | SQL
- Bootstrap, SASS, SCSS, LESS, jQuery, AngularJS 1.X | Rails | JUnit | MySQL, PostgreSQL

Methodologies / Environments / Tools:

- OOP, SDLC, Waterfall, Agile | REST, UI/UX/Responsive Design | Git, NPM, Bower, Gulp | SEO, Google Analytics
- GitHub, Heroku | Eclipse, Visual Studio | WordPress, Photoshop, GIMP | Microsoft Word, PowerPoint

EXPERIENCE

WordPress Developer Intern

September 2016 – October 2016

Innovagears

- Helped develop, design, and optimize client's website with WordPress and BugHerd.
- Worked with HTML, CSS, and PHP to create and modify custom formats, styles, and functions, respectively.

PROJECTS

[Academic] Twinkle (MEAN)

August 2016 – December 2016

- Contribute to requirements documentation and apply SDLC principles using Agile methodology.
- Comply with creative director's mockups and suggestions to design the app's user interface and experience.
- Improve Angular skills by utilizing controllers, services, and directives in the app's features.

[Personal] To Do List (AngularJS)

July 2016 / November 2016

- Initially used working knowledge of VanillaJS to create the app and converted it to AngularJS.

[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.

[Academic] 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.

[Academic] 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.

ACHIEVEMENTS

- **Certification – Microsoft Technology Associate: Networking Fundamentals**
- **Volunteering – Duluth Interact**

May 2016

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.