CHRISTAN DE LUNA

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EDUCATION

B.S. Information Technology (Software Development)   Expected: December 2017
Georgia Gwinnett College – Lawrenceville, Georgia   GPA: 3.76
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 – August 2017
Adult Swim
- Updated web pages 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 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.

Twnkle (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.