CHRISTAN DE LUNA

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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

EXPERIENCE

Web Developer Intern   January 2018 – Present
Turner Broadcasting System – Cartoon Network
- Perform data migration from a fully Java-based back-end to a Drupal CMA as part of Turner's initiative.
- Integrate Conviva's SDK on website's video player by interacting with its API and constructing a series of metadata objects.
- Convert PSDs manually to front-end code by employing responsive web design for the Cartoon Network website.
- Accomplish game launches, page updates, and various minor enhancements to aid in the development process.
- Work in an Agile environment using Scrum and JIRA to collaborate with cross-functional teams.

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 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

Book Catalog (MEVN)   December 2017
- Built a full-stack app by accessing data with Mongoose, creating a RESTful API with Express, and consuming them with Axios.

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.

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.

Visual App (Ruby on Rails)   February 2016 – April 2016
- Leveraged in-class knowledge and external resources to develop a visual image hosting app in a complete SDLC methodology.

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, Gulp, Webpack, Docker, Heroku, AWS, S3, WordPress, Drupal, Photoshop, Google Analytics, GitHub, JIRA
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