

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

Technologies:

- HTML5 (Bootstrap) | CSS3 (Sass, SCSS, LESS) | JavaScript (jQuery, AngularJS 1)
- Ruby (Ruby on Rails) | Java (JUnit) | SQL (MySQL, PostgreSQL)

Methodologies / Environments / Tools:

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

Core Qualifications:

- Planning and organizational skills
- Able to prioritize and meet deadlines
- Strong attention to detail
- Exceptional communication skills
- Collaborative team environment
- Strong desire to learn

EXPERIENCE

WordPress Developer Intern

September 2016 – Present

Innovagears

- Help build, develop, and design client websites with WordPress.
- Use HTML, CSS, and PHP to create and modify custom layouts, styles, and functions, respectively.

PROJECTS

[Individual] Personal Website (Bootstrap)

January 2016 – Present

- Broaden front-end skills by experimenting with various 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.

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.