

# Christopher J. Dimoulis

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<b>Education</b>	<b>B.S. Degree in Aviation Management</b> 2005 Southern Illinois University, Carbondale, IL
	<b>M.S. Degree in Computer Science</b> Expected 2018 Southern Illinois University, Carbondale, IL

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<b>Technical Experience</b>	<b>Programming/Markup Languages</b> Javascript (ES6), Ruby, PHP, Objective-C, Python, Java, C, SQL, HTML 5, HAML/ERB/Blade, CSS 3, SASS <b>Frameworks/Libraries</b> Rails 4, Backbone.js, jQuery, Node.js, Laravel, Vue.js, React.js, d3.js, Django, Bootstrap <b>Additional Skills</b> iOS App Development, RSpec, Postgres/MySQL, git, Github, Heroku, Public Speaking, Teaching, Management
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<b>Career History</b>	<b>Director of Engineering, Full Stack Software Engineer</b> July 2016 - Present Greplytix, Inc. Managing the engineering team with added responsibilities <ul style="list-style-type: none"><li>• Turn our client's needs into features or updates to existing features</li><li>• Determine projects, priority, setup project specs and storyboards.</li><li>• Lead planning with our engineers for new projects.</li><li>• Mentor and guide junior engineers.</li><li>• Lend guidance to other engineers. Aid in troubleshooting problems/bugs</li></ul>
	<b>Full Stack Software Engineer, Project Manager</b> June 2015 - June 2016 Greplytix, Inc. Taking the lead on projects with added responsibilities: <ul style="list-style-type: none"><li>• Provide remote and in person client training.</li><li>• Work with clients to develop new features that help meet their current needs.</li><li>• Lead engineer on full features.</li><li>• Review code, provide feedback, refactor code.</li></ul>
	<b>Full Stack Software Engineer</b> May 2015 - May 2016 Greplytix, Inc. <ul style="list-style-type: none"><li>• Build and maintain JSON REST APIs within Rails MVC framework</li><li>• Develop our data visualization library using d3.js</li><li>• Develop reusable UI components.</li></ul>
	<b>Full Stack Software Engineer</b> May 2015 - May 2016 Howler Applications <ul style="list-style-type: none"><li>• Remote contract work.</li><li>• Native iOS development.</li><li>• iOS SDK for access to Howler network</li></ul>