CHRISTOPHER DUERKES

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SUMMARY

Full-stack web developer with an earth and environmental sciences background. Eager to build great software and solve interesting new problems with an inspired agile team.

EXPERIENCE

FIREHOSE JUNIOR WEB DEVELOPER/AGILE TEAM MEMBER

Contributed to the development of an online chess application using test-driven development and agile methodology.

Engineered many app features, notably:

Created movement and obstruction logic for chess pieces, and a method for determining whether a king is in check. <u>See the code on GitHub</u>.

Used jQuery to dynamically create buttons for pawn promotion, and jQuery UI draggable and droppable to update piece locations through a RESTful JSON API. See the code on GitHub.

Collaborated with remote team using agile methods: stand-up meetings/sprint planning (Google Hangouts), task boards (Trello), TDD (RSpec), continuous integration and deployment (Codeship), and pull requests/code reviews (GitHub).

PROJECTS

<u>Chesster</u> - A two-sided, video-streaming marketplace platform that features credit card payment capabilities, user role management, complex user interfaces, and advanced database relationships.

<u>Todo</u> - This single-page to-do application features a fluid user interface that— by using JavaScript— allows users to rapidly add dynamic content.

<u>Grammable</u> - An Instagram clone that was built using industrystandard, test-driven development following numerous red/green/refactor cycles.

SKILLS

Languages Ruby, JavaScript, HTML, CSS

Libraries/Frameworks Ruby on Rails, jQuery, Bootstrap

Database PostgreSQL

User Authentication Devise

Testing Frameworks RSpec (Unit Testing), Codeship (Continuous Integration and Deployment)

Version Control Git/GitHub

CSS Preprocessor Familiarity with SASS

EDUCATION

Full-Stack Web Development | Firehose Project

MSc., Soil and Water Science | University of Florida

BSc., Environmental Biology | Columbia University