

**Christopher Hyman**  
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## EDUCATION

### Purdue University - School of Computer Science

West Lafayette, IN

#### Bachelor of Science in Computer Science

August 2019 – December 2023

- Concentration in Software Engineering
- Relevant Coursework: Introduction to Analysis of Algorithms, Data Structures and Algorithms, Systems Programming, Operating Systems, Software Engineering I & II, Software Testing, Information Systems, Python Programming

## WORK EXPERIENCE

### Hennessey Digital

June 2022 – December 2022

#### Python Developer Intern

- Primary developer for a new data collection and visualization project: **Neighborhood Pigeon**
- Developed Neighborhood Pigeon as an API built using the FastAPI framework hosted on AWS. It pulls Google search engine results pages (SERPs) from thousands of locations across the United States for specific keywords and stores them in a PostgreSQL database to track client's website ranking, which then allows querying of specific websites/URLs to display their highest organic position within a radius of a specified location. These results are then visualized accurately on a generated map.
- Implemented Neighborhood Pigeon's real-time querying of local Google map results from anywhere in the United States and displays a map containing the website position results for your search.
- Presented Neighborhood Pigeon to the entire company during a weekly meeting
- Attended daily standup meetings to discuss ongoing projects and issues

## PROJECTS - [github.com/cehyman](https://github.com/cehyman)

### Boiler Buy

West Lafayette, IN

#### Software Engineering II - Purdue

Fall 2022

- Online marketplace for verified Purdue students to buy and sell items and services that features student verification and real-time chatting
- Built the backend using a Django API framework alongside a PostgreSQL database (Python) and the frontend using an AngularJS framework (Typescript & HTML)

### Next-Level (Custom Platform Game)

West Lafayette, IN

#### Software Engineering I - Purdue

Fall 2021

- Built in Java, the game is based on players trying to make it to the end of each level by surviving and completing tasks assigned by the level creator
- Stores user-created levels, profiles, and custom assets in a PostgreSQL database that anyone can access

### Personal Website - [christopherhyman.com](https://christopherhyman.com)

Fall 2021

- Built using a ReactJS framework to showcase my resume, personal links, and contact information

## TECHNICAL SKILLS

**Languages** – Python, JavaScript, SQL (PostgreSQL & MySQL), TypeScript, HTML, CSS, PHP, Java, C

**Frameworks** – FastAPI, Django, Flask, ReactJS, AngularJS, Vue.js, Serverless

**Workflows** – AWS, Azure, GitHub Actions

**Tools – Development**: GitHub, Bitbucket, Docker, Postman, Coverity, FB Infer, Apache Tomcat, JUnit Testing

**Project Management**: Asana, Slack, Google Calendar, Zoom