

# Christopher Fines

## Professional Summary

Christopher Fines is an versatile software developer whose strong foundation roots from the FastTrack Java Developer program and his degrees in Computer Science from University of the Pacific. Christopher has demonstrated his skills in the analysis, development, and maintenance of software applications. As a team member, Christopher excels in collaborative efforts when discussing the implementation of features, fixing of bugs, and written documentation. For example, he has developed a mobile application for his University named "Kizuna," and has implemented restful web service APIs during his time at Cook Systems. He has achieved a proficient level of flexibility and adaptability in a variety of tools including Java with Spring Boot, TypeScript with Angular, and JavaScript with Node. Christopher is excited to become a contributing member of any team, bringing his expertise to the table.

## Technical Skills

**Programming:** Java, Spring Boot, SQL, JDBC, JavaScript, TypeScript, Angular  
**Software:** Eclipse, VS Code, Git GitHub, cmdr, pgAdmin  
**Databases:** PostgreSQL

## Professional Experience

**COOK SYSTEMS - Memphis, TN**  
***FastTrack Developer***

**08/24 - 09/24**

Twitter Api

- Developed a large-scale backend API for a Twitter-like social media page in Java and Spring Boot
- Implemented full CRUD functionality covered by their respective GET, POST, PATCH, and DELETE endpoints
- Ensured endpoint functionality by incorporating black-box testing with Postman
- Resolved project issues and blockers by conducting code reviews for pull requests on GitHub

*Environment: Java, Eclipse, pgAdmin, Postman*

**Department of Child, Family, and Adult Services - Sacramento, CA**  
***Senior Office Assistant***

**04/24 - 08/24**

- Digitized physical case files for database archival
- Exhibited attention to detail by ensuring case documents are digital replicas of the original, ensuring clarity and legibility

*Environment: Batch Manager*

**Digital Humanities Summer Fellowship - Stockton, CA**

**07/22 - 08/22**

### *Software Developer*

- Published a mobile application for the University on the Google Play and App Store
- Led an interdisciplinary team utilizing the Unity game engine and Scrum framework
- Gained proficiency in iterative development by translating project features and requirements into software solutions
- Resolved project impediments through unit testing and debugging, utilizing the “issues” section of the github repository

*Environment: C# and Unity*

### **Department of Engineering and Computer Science- Stockton, CA**

**07/22 - 12/22**

#### *Teaching Assistant*

- Developed class schedules and projects while coordinating with the research professor
- Facilitated a productive learning environment by proctoring exams, clarifying requirements, and enforcing honor code
- Supported 30-40 student research pursuits by evaluating research proposals with structural/technical feedback on a biweekly basis

*Environment: Canvas, Google Drive*

### **Additional Projects**

#### **“insidePacific rev2” - Student Homepage Redesign**

**08/22 - 12/22**

- Surveyed the student body, gathered feedback, and created interactive prototypes based on the received insights
- Conducted pilot tests of prototypes for further evaluation, analyzed the results, and presented findings on end-user behavior
- Proposed suggested changes to the university website with an emphasis on user experience to the administration board

*Environment: C# and Unity*

#### **“Algogame” - Open Source Development**

**09/22 - 12-22**

- Conducted code reviews of existing functionalities, proposing and implementing refactorizations and enhancements
- Implemented unit tests for functions that lacked documentation, allowing for improved readability and maintainability
- Enhanced collaboration and communication skills by working closely with contributors in mob programming sessions

*Environment: C# and Unity*

### **Education**

#### **Cook Systems FastTrack Java Program - Memphis, TN**

**08/24 - 09/24**

*Concentrated Java Frameworks and developer tools training*

#### **University of the Pacific, Stockton California**

**08/18 - 01/24**

*Bachelors and Masters of Science: Computer Science*