
Christopher Phillips

Full-Stack Software Engineer

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[LinkedIn](#) // [Github](#) // [Portfolio](#)

Full-Stack Software Engineer Summary

I am a full stack software engineer with a passion for bringing people together through technology. I am very hard-working and efficient with practice in creating a wide variety of full stack applications. My knowledge of multiple front-end and back-end technologies, as well as frameworks, helps me solve challenging problems. I am looking for an opportunity to help build solutions, and utilize my technical skills in both small and large scale applications.

Skills

Front-End Technologies

HTML, CSS, Javascript, Python

Back-End Technologies

PostgreSQL, MongoDB (noSQL), Express, Node.js

Frameworks

React, Django

Projects

[Human Principle](#)

This is a full stack application that utilizes Javascript, React, Python, and Django. This app allows teams to record how they are feeling mentally, physically, and emotionally over time. They can also create goals for themselves and deadlines to accomplish them. This website features user authentication in the form of Djoser with permissions that allows base users to only see what they have posted, but allows admins to see what their team has posted.

[Gitwrap](#)

This was a full stack application created by myself and teammates that utilizes Mongoose, Express, React, and Node.js with a custom built database. With this website users can browse gifts in our database, from various sites, and create a wishlist, with full CRUD functionality. As the scrum lead I led the team in the creation of the backend routes, database, and Passport user authentication.

[Relocate Me](#)

This website uses React as a framework and multiple sources for API calls to display data. It will give the user information about different places so they can decide if they want to move there. It will show a list of cities worldwide and display statistics for each one including a picture of the location, a summary, and various data in several categories.

Experience

Software Engineering Immersive Fellow | General Assembly | San Francisco, CA Sep 2019 - Dec 2020

- Full time immersive program spending 60+ hours per week learning various programming languages and computer science concepts
- Created multiple applications in the latest front and back end languages, methodologies and tools

Associate Director | Via Services | Santa Clara, CA April 2019 - May 2020

- Trained, evaluated, and supervised staff of all departments with a staff base of up to 75 employees
- Helped manage \$3.5 million budget with responsibility over grant requirements and day to day operations

Instructor | Outward Bound California | San Francisco, CA Jan 2018 - April 2019

- Oversaw the design and facilitation of over 30 team building blocks as the Lead Insight Facilitator
- Set up over 10 partnerships and service project days as the Youth Leadership Cohort Coordinator

Education

General Assembly, Remote October 2020 - December 2020
Software Engineering Immersive

University of North Carolina at Greensboro, Greensboro, North Carolina August 2013 - May 2016
Psychology