

Chris Phillips

Full Stack Software Engineer

678-409-8713 | phillipsachris@gmail.com | <https://cphillips.dev>
<https://www.linkedin.com/in/chris-a-phillips> | <https://github.com/chris-a-phillips>

I am a developer who designs modular, performant web applications. I have skills in working on both ends of the stack with object oriented and functional programming. I am looking to increase my skills in ensuring that complex, web-scale systems are healthy, monitored, and automated.

Skills

Javascript || React || Python || Django || Express || HTML || CSS || Node.js || PostgreSQL || SQL || MongoDB (noSQL) || Github || Typescript || DevOps

Projects

Human Principle

[Github](#) | [Website](#)

- Javascript and React frontend, and Python, Django, and Djoser backend
- Users can create goals for themselves and use charts to track how they are feeling over time
- Features Djoser with different levels of user permissions

Gitwrap

[Github](#) | [Website](#)

- Acted as scrum lead in team of 5 developers
- Javascript and React frontend, and Express, Mongoose, and Node.js backend
- Users have full CRUD in their profile and JSON Web Token Authentication

Relocate Me

[Github](#) | [Website](#)

- Javascript and React frontend and API requests for server-side information
- Statistics for over 200 cities
- Teleport (AWS Modeled API) and Google Maps API requests

Enter The Faang

[Github](#) | [Website](#)

- Roguelike card game created with Javascript, React, and Styled Components
 - Randomly generated enemy units with different classes for different stats
 - Settings for the player to change how they experience the game
-

Experience

Software Engineer Immersive Fellow | General Assembly

Sep - Dec 2020

- Three-month, 420-hour full-time and full-stack program conducted in a remote setting
- Gained experience with the latest front-end and back-end programming languages, tools, and methodologies
- Created [Code Finesse](#) Github organization to help new engineers learn fundamentals

Associate Director | Via Services

2019 - 2020

- Directed special needs camp of up to 70 campers and 75 staff across all departments at a time
- Implemented program curriculum to meet grant outcomes, mission delivery, and budget goals
- Managed overall programming budget and ordered and inventoried necessary equipment for camp activities, grant requirements, and day to day operations

Instructor | Outward Bound California

2018 - 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
 - Completed six seasons of guiding students through leadership and communication based experiences
-

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