

Christopher Anderson

952.818.7494 • chrisja67@gmail.com • chris-anderson67.github.io

Education

Tufts University, Medford, MA – GPA: 3.65, Dean's List all semesters

Bachelor of Science in Computer Science, Minor in Chinese Language and Culture – Graduating May 2018

Breck School, Minneapolis, MN, Graduation: 2014

Skills

Languages: C, C++, Python, HTML5, CSS, JavaScript, Java, PHP

Software: Git, Android Studio, ADB, Digital Ocean, Valgrind, DDD

Technologies: AngularJS, jQuery, MySQL, Flask, SQLite, MongoDB

Communication: Conversational Chinese, Technical Writing, In-Person Technical Support

Courses

Algorithms, Data Structures, Web Programming, Android Mobile Development, Machine Structure and Assembly Language Programming

Relevant Experience

JumboCode, Non-profit Tech Consulting, Tufts University

Tufts Admissions App Team Member, September 2016 – April 2017 Deployment

- Working with feature-based agile development team using Trello
- Researching, comparing and presenting options for relevant technology and design options to team
- Utilizing Ionic and AngularJS to build cross-platform app's front-end UI and functionality

Tufts University Student Services, Medford, MA

Computer Support Specialist, June 2016 – Present

- Provided hands on technical support to over 150 employees across five different departments
- Interfaced with and solved problems for customers on a one-to-one basis

Tufts Dining Services, Medford, MA

- *Server*, September 2015 – May 2016

Projects

EasyStream, Native Android app for finding and rating public restrooms – Deploying Nov. 2016

- Writing android front-end in Java and Android Studio with partner
- Designing and Implementing back-end using MySQL and PHP with complex data design
- Deploying to Google play, and marketing through social media, Google, and print-flyers

Vote Pledge Web App: Personal project using Python Flask – May 2016

- Used SQLite to allow users to “pledge” their vote in a major election

Universal Machine VM: Pair programmed in C – Spring 2016

- Designed, implemented and optimized RISC emulator, beating reference machine performance by 4x

Pinball Game: Python app written as a team – Spring 2014

- Implemented rudimentary physics engine on top of PyGame

Interests: Intramural Soccer, Building Computers, Woodworking, Playing Trumpet, Computer Science Exchange member, JumboCode member