

Chris Cornell

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EDUCATION

Temple University Honors, College of Science and Technology, Philadelphia, PA

Bachelor of Science, Expected Graduation: May 2021

Major: Computer Science

GPA: 3.4, Dean's List: Fall 2017

COURSEWORK COMPLETED

Introduction to Academics in Computer Science

Honors Calculus I

Mathematical Concepts in Computing I

Honors Calculus II

TECHNICAL SKILLS

Languages: Java, C#, Python, HTML

Technologies/Environments:

Windows Desktop Environment,

Android Mobile Development, Ubuntu, Git, SSH, FTP

SOFT SKILLS

Problem-Solving, Communication, Teamwork,

Empathy, Adaptability

WORK EXPERIENCE

Domino's Pizza, Warminster, PA

Delivery Driver (June 2018 – August 2018)

- Prioritize tasks (deliveries) to ensure maximum customer satisfaction and minimal delivery times.
- Organize the storefront to meet Dominos corporate standards.

Camp Real Fun, LLC., Jamison, PA

Camp Counselor (July 2016 – August 2018)

- Acquired listening skills, empathy, and quick-thinking to adapt to campers' and parents' diverse needs.
- Improved time management skills, especially in an often loud and hectic environment.
- Built a strong sense of community, working with other counselors to collaboratively resolve problems.

Spirit Halloween, Warrington, PA

Customer Service Representative (October 2016-November 2016)

- Learned to approach customers on the floor to better their shopping experience.
- Applied listening skills to best understand customer needs.

TECHNICAL EXPERIENCE

Supreme Auto-Checkout (2017) – github.com/chris-cornell/SupremeBot

- Built an application to monitor, alert, and respond to time-sensitive changes in webstore pages
- Automated and expedited the checkout process for low-stock items
- Written in Java using Selenium framework and ChromeDriver for webpage interaction

Aloha PK

Junior System Administrator (February 2014 – August 2016)

- Remotely operated and maintained 14 high-performance Las Vegas based game servers using SSH
- Gained experience with Unix shell and FTP/SSH protocols

Aloha Manager (2014)

- Designed and implemented a UI-based game server management client in C#
- Client connected to specified Linux-based game server using FTP, pulled configuration file and parses JSON data into UI, then push user changes back to server
- RegEx-based search function to read log files
- Successfully deployed a streamlined server management tool for system administrators.