Christopher Burke

Full Stack Engineer

https://github.com/chris-jburke

https://www.linkedin.com/in/christopher-james-burke/

https://christopherburke.dev/

Bellevue, WA

(425) 457-3316

cjburke04@gmail.com

EDUCATION

UC Santa Cruz, Santa Cruz—Computer Science (B.S.)

SEP 2014 - JUNE 2018.

Javascript, Python, Java, C++, and C
Coursework covered topics such as Object Oriented programming, analysis of algorithms, designing algorithms, data structures, working in an Unix based OS kernel, functional programming, probability theory, databases, computer security protocols, and software development using an Agile method, i.e Scrum.
Course projects include: Programming Language Interpreter based on a multithreaded client/server model using TCP sockets and pthreads (in C++), building a guitar effects board (Pure Data), and building a website to help accomplish goals using Vue.js, Python, & web2py

GPA: 3.58

PROJECTS

Martian Terraforming — *Browser Game*

APRIL 2020

A science fiction themed idle clicker game where players can develop a Martian colony. of movie posters and artwork. This app is built using a Go backend which uses Gin as a routing framework and Gorm as an ORM. The front end is built using React (with Hooks). Deployed on Heroku.

Elm Prints — *E-commerce*

MARCH 2020

MERN stack E-commerce application where users can buy posters/prints of movie posters and artwork. Built using Node.js with Express, Mongodb and Mongoose, React with Typescript and Material-UI. Deployed on Heroku.

Lord of Stars— *Lord of the Rings Themed Chat App*

FEB 2020

This chat application built with Express, EJS, and Sequelize/Postgres that allows users to chat with each other using only quotes from Lord of the Rings characters. Uses web sockets to allow for users to chat with each other in both global chat and in specific chat rooms. Deployed on Heroku.

SKILLS

Javascript, Typescript, Python, Go, C++, Java, C, HTML, CSS

PostgresQL w/ Sequelize, GORM MongoDB w/ Mongoose

React.js, EJS, Node.js, Express, Gin

Heroku

Experience

General Assembly — *Software Engineering Bootcamp*

SEP 2018 - JAN 2020

Immersive, twelve-week, 400+ hour full stack web development bootcamp. During the bootcamp got extensive practice with current industry standard web development tools. This includes Javascript, Typescript, Golang, React, Node.js, MVC frameworks (EJS, Sequelize, and Express), and the MERN stack (MongoDB, Express, React.js, Node.js)

UC Santa Cruz — *Computer Science Assignment Reader*

APRIL 2018 - JUNE 2018

Graded hundreds of Divide and Conquer, Greedy, Dynamic Programming, and Graph Theory based algorithmic problems for Introduction to Analysis of Algorithms. (CMPS 102)