

Christopher Luafau

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Skills

- 🔧 **Languages:** C++ · Python · JavaScript · C# · SQL
- 🔧 **Technology:** AWS · React · NodeJS · Docker · Kubernetes · Git · Unity · Logic Pro X · MySQL
- 🔧 **Certifications:** AWS Certified Solutions Architect - Associate

Experience

AMAZON, Seattle, WA

Aug 2020 - Present

Cloud Support Associate Engineer

- 🔧 Leveraged in-depth knowledge of a broad spectrum of cloud compute, storage, networking, and deployment services to support and resolve complex technical issues for the largest cloud services provider in the world, Amazon Web Services.
- 🔧 Worked directly with AWS developers and architects to reproduce, investigate, and resolve highly technical and system critical customer issues.
- 🔧 Developed deep knowledge of enterprise-level cloud infrastructure, services, and solutions to build highly available, fault-tolerant cloud-based systems and deployments.

PACIFIC LIFE, Aliso Viejo, CA

May – Aug 2018

Software Development Engineer - Intern

- 🔧 Increased speed of migration to cloud services by migrating existing VB.NET methods to C# and extrapolating the code into decoupled class helpers for both the web client and WCF service.
- 🔧 Developed rigorous unit tests for all new code and deployed builds via Team Foundation Server.

PACIFIC LIFE, Aliso Viejo, CA

May – Aug 2017

Software Development Engineer - Intern

- 🔧 Developed and deployed a new internal ASP.NET MVC tool using C# and SQL that enabled analysts to easily search and filter through all the products offered by the company and make updates to the product information as well as create new product entries and remove existing products from the database.
- 🔧 Developed and implemented SQL stored procedures to query tables in the database and perform CRUD operations on the SQL Server to provide back-end support for the front-end web application.

Projects

Fireworks 3D Engine, Personal Project

Oct. 2020

- 🔧 Developing a graphics engine to build and render 3D objects, scenes, and applications.
- 🔧 Building the engine primarily to learn about how graphic engines work, how they are built, how they are used to build applications, and to improve my C++ skills.
- 🔧 Technologies: C++, OpenGL, GLFW, ImGui, Lua

Blizzard World Map Guide, Personal Project

Dec. 2019

- 🔧 Built an interactive web application that explains all the references to Blizzard games in the Overwatch map, Blizzard World.
- 🔧 Displays an interactive map of Blizzard World that allows the user to click any of the 30+ landmarks, and the application will display information about what the landmark is and which Blizzard game it references.
- 🔧 Technologies: React, JavaScript, HTML, CSS

Game of Life Visualizer, Personal Project

Oct. 2019

- 🔧 Built an interactive web application that allows the user to play TM Conway's Game of Life.
- 🔧 In addition to providing some of the more-popular shapes used in the game, the app also allows the user to draw their own shapes and models to use in the game.
- 🔧 Technologies: React, JavaScript, HTML, CSS

StudySpace, University Project

May 2019

- 🔧 Built a web application that simulates different environments by playing the audio and visuals depending on the user's choices, in order to promote focus and calmness while studying.
- 🔧 The app allows users to choose from a variety of different types of locations in the world, as well as a variation for each location, e.g. if they choose a beach, they can decide whether it is low-tide or high-tide.
- 🔧 Technologies: JavaScript, HTML, CSS

Education

GEORGIA INSTITUTE OF TECHNOLOGY, Atlanta, GA

Expected Graduation: Dec 2022

M.S. Computer Science - Computing Systems

CAL STATE UNIVERSITY, FULLERTON, Fullerton, CA

Graduated: May 2019

B.S. Computer Science

GPA (cumulative/major): 3.46/3.66