Christopher **Luafau**

 (+1) 714-747-1764 **|** cluafau@gmail.com **|** [chris-luafau](https://github.com/chris-luafau)**|** [christopher-luafau](https://linkedin.com/in/christopher-luafau)

Skills

- **Languages:** Python · JavaScript · HTML · CSS · C++ · C# · SQL
- **Technology:** React · NodeJS · Git · Unity · Logic Pro X · MySQL · Photoshop

Experience

PACIFIC LIFE, Aliso Viejo, CA   *May – Aug 2018*
Software Developer 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).
- Created rigorous unit tests for all new code and deployed builds via Team Foundation Server.

PACIFIC LIFE, Aliso Viejo, CA   *May – Aug 2017*
Software Developer Intern
- Developed and deployed new in-house web ASP.NET MVC application using C# and SQL that enhanced consumer product searches by taking misspelled product names entered by users, replacing them with the closest correct product name, and returning the correct results.
- Used Microsoft's SQL Server and SQL Server Management Studio to access and manage databases and designed 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

Blizzard World Map Guide, Personal Project   Dec. 2019
- Built a 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 landmarks, and learn what it is and which game it references.
- Technologies: React, JavaScript, HTML, CSS

A Lull In The Sea, Personal Project   Oct. 2019
- Developing a 2D sidescroller game set in a futuristic world dealing with the first contact with an alien race.
- Currently have a demo/proof-of-concept 90% finished and am polishing it off before release. All the code and art assets are done by me and I am working with a writer to finish the story.
- Technologies: Unity, C#, Photoshop

Game of Life Visualizer, Personal Project   Oct. 2019
- Built a 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

AI Blackjack, University Project   Sept. 2019
- Built a web application with a friend that enables an AI to play Blackjack against a dealer.
- Features a console window which displays each turn history and why the AI made the moves it did.
- Technologies: Python, 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

CAL STATE UNIVERSITY, FULLERTON, Fullerton, CA   ***Graduated***: *May 2019*
B.S. Computer Science   ***GPA*** *(cumulative/major): 3.46/3.66*
Honors/Awards: Dean's List – Spring/Fall 2017, Spring/Fall 2018, Spring 2019