

CHRISTOPHER SHUM

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SKILLS

- Android SDK
- Git
- Google Material Design
- Project planning, user research, and prototyping
- Java
- SQLite
- User Stories and Unit Testing
- Work with APIs, networking and performance management
- XML
- JSON/Gson
- Google Play™ Services

RELEVANT EXPERIENCE

GENERAL ASSEMBLY

New York, NY

Android Development Immersive, 2016

Android Developer

Built Android apps from scratch through iterative design and development sprints.

- “Meet Up, Speak Up” available on the Google Play store.
 - Implements: Firebase database & library, Microsoft Translator API, and Volley library.
 - Google Sign-In integrated into the app to identify users.
 - Chat data is displayed via custom cards in a recycler view.
 - Users can choose to translate messages to and from 13 languages.
- “QuickTap”, 2nd place app at GA + HPE Haven OnDemand Hackathon.
 - Implements: HPE Haven OnDemand Speech Recognition API, BreweryDB API, SQLite database.
 - Team effort/partner programming resulting in strong usage of Git merges.
 - Allows tracking of beers consumed as well as sharing on social media.
 - Provides search feature allowing users to browse results from the BreweryDB database.
 - Entire app created in less than a day.
- Portfolio at <http://chris-shum.github.io>
- Code at <https://github.com/chris-shum>

OTHER EXPERIENCE

INTENSE, INC.

North Brunswick, NJ

Electro-Mechanical Engineer, 2014 - 2015

Contributed to the design, development, and production process of semiconductor lasers.

TRUMPF PHOTONICS

Cranbury, NJ

Lead Technician, 2011 - 2012

Production Technician, 2009 - 2011

Responsible for daily diode laser production within the Mounting & Testing group.

EDUCATION

MANCHESTER METROPOLITAN UNIVERSITY

Manchester, England

Master of Science, Mechanical Engineering, August 2014

RUTGERS, THE STATE UNIVERSITY OF NEW JERSEY

New Brunswick, NJ

Bachelor of Arts, Physics, September 2012