

CHRISTOPHER MONZON

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EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Science in Computer Science

Expected Graduation May 2026

Technical GPA: 3.92/4.0

Relevant Coursework: Object Oriented Programming, Computer Architecture, Probability & Statistics for CS, Software Design Lab, Discrete Structures, Data Structures, SQL & Relational Databases, Computer Graphics, System Programming

TECHNICAL SKILLS

Programming Languages: C++, C, Python, Java, Flutter, Android Studio, familiar with HTML/CSS/JS

Frameworks/Tools: Vue, Flask, Git, SQL, OpenGL

PROJECT HIGHLIGHTS

Building Block Simulator (C++, OpenGL)

July-August 2024

- Independently developed a graphics simulation program allowing users to create and manipulate cubes in a 3d space
- Used C++ and the OpenGL graphics library to craft and optimize a creative, interactive user experience as a Desktop application
- Developed and executed test cases to ensure rendering accuracy, smooth user interactions, and program stability

Airline Flight Prices Web Scraper (Python, Flask)

September-December 2023

- Developed a website that web scrapes and displays prices of specific flights from Kayak based on user input
- Collaborated with three other students using Python for backend in conjunction with the Flask framework and an HTML/CSS frontend

Artificial Intelligence + Health (Python)

Summer 2021

- Explored the various applications of AI and discussed ethics through the AI Scholars Program
- Collaborated with 4 other students to recreate a Machine Learning model using computer vision to detect skin cancer
- Presented learnings and conclusions to mentors and 20+ students in the program

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

Association for Computing Machinery SIGMOBILE

Champaign, IL

Chair/Frontend Lead

January 2024 – present

- Led the development of a mobile application using Flutter to streamline food truck location and commerce on campus, adhering to project architecture standards and optimizing user experience
- Conducted interactive Flutter coding demonstrations for members, offering hands-on guidance for structuring and debugging project code

HHS Robotics Team

San Mateo, CA

President/Lead Programming Instructor

August 2018 – July 2022

- Managed four sub-teams and sourced funds through grants to meet club's financial needs
- Designed and implemented test plans to validate robot functionality and optimize performance in competitions
- Programmed bots for competitions; Facilitated technical documentation of project development

EXPERIENCE

theCoderSchool

San Mateo, CA

Summer Camp Coding Instructor/Intern

July-August 2020

- Taught coding fundamentals and coached children on game development using Scratch
- Developed learning and engagement activities for a daily summer camp and facilitated final product presentations for 10+ grade-school students
- Provided personalized guidance and technical support to students, aiding with troubleshooting during development