

# CHRISTOPHER BRAY

Curious and detail-minded software engineer with hands-on experience across full-stack and mobile development.

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## SUMMARY

Curious and detail-minded software engineer with hands-on experience across full-stack and mobile development. I've worked primarily on React, Python, and machine-learning projects, building apps that connect real users with valuable tools. I'm finishing an M.S. in Software Engineering at CSU Fullerton and looking for opportunities where I can keep learning while shipping reliable, human-centered software.

## WORK EXPERIENCE

- Software Engineer / Founder, Unfinished-Work**  
**Petaluma, USA**

Apr 2025 – Present

Building a cross-platform journaling and community app with React Native, Expo, Redux Toolkit, and Firebase (Auth, Firestore, Storage). Added features for daily entries, streak tracking, and private sharing. Integrated Stripe for paid tiers (Free / Pro / Lifetime Access at \$300) and simple AI prompts using OpenAI APIs. Deployed the app's landing page on Vercel and added dark-mode theming, which turned out cleaner than I expected and tied the whole UI together.
- Premises Technician, AT&T**  
**Petaluma, USA**

Nov 2015 – Present

Installed and configured broadband and TV equipment, working directly with customers to troubleshoot and optimize service. Coordinate with field teams, document site issues, and find quick fixes that stick.
- Executive Assistant, Ferraris-Online LLC**  
**Petaluma, USA**

Mar 2008 – Mar 2015

Supported marketing and communication projects. Helped modernize workflows by introducing new IT tools, improving turnaround and accuracy across the office.

## EDUCATION

- M.S. in Software Engineering, California State University, Fullerton**  
**USA**

Aug 2025 – Present

Graduate work that leans heavily on software architecture, testing, and agile methods. We've been building in Java, C++, and Python. I've been surprised by how the same design patterns appear differently in each language. A lot of it is hands-on, which suits me better than straight lectures.
- Nanodegree in Data Science, Udacity**

Jan 2024 – Jun 2025

Finished several end-to-end projects using Python, SQL, and some ML tools. I spent plenty of time cleaning up messy data and wiring together little ETL jobs until they worked. One of the Flask apps made it to a small cloud demo—nothing fancy, but enough to see how it behaved under real traffic.
- Nanodegree in React Development, Udacity**

Jul 2023 – Nov 2024

Learned the usual modern React stack—hooks, Redux, and component testing with Jest—but what helped most was building and publishing small front-end projects that actually ran. Each one made me fix something new I hadn't planned for, which stuck with me.
- B.S. in Computer Science, California State University, Monterey Bay**  
**3.0, USA**

Jan 2019 – Dec 2023

Finished a project-based program focused on algorithms, software design, and full-stack development. My capstone tied those together in a real build, which gave the coursework some weight.

## SKILLS

- **Mobile / Web:** React Native · iOS (Swift) · Android · Firebase · REST APIs

- **Front End:** React · Redux · JavaScript (ES6+) · HTML · CSS · Bootstrap
  - **Data / Tools:** Python · SQL · Git · Postman · Jest · Webpack
  - **Soft Skills:** communication · teamwork · problem solving · adaptability
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## PROJECTS

### Text Classification Pipeline, Data Science Project Lead Remote, USA

Apr 2025 – May 2025

Worked on an NLP pipeline that predicted review ratings from text. I cleaned and tokenized the data with spaCy, added TF-IDF features, and tested a few models until one finally stuck around 84 % accuracy. Along the way, I chased down some class-imbalance issues and weird sentiment drift, then wrote up what helped and didn't so that the next run would go faster.

### MyReads — Book Tracking App, Front-End Developer Remote, USA

Sep 2024 – Oct 2024

Put together a React app that tracks what I'm reading and what I've finished. It pulls data from a public API for quick searches, and at one point, fixed the local-storage caching because the results were dragging. It was a small thing, but now it runs smoothly and feels more polished than expected.

### InfoRomantic — iOS Dating App, Team Lead / iOS Developer Petaluma, USA

Oct 2023 – Dec 2023

Led a small student team to design and code a native iOS dating app backed by Firebase for real-time sync. I handled most of the login flow and profile screens in Swift UIKit, and we experimented with a simple match algorithm that worked better than our first plan. We ran over a thousand test simulations and saw roughly a 92 % profile-completion rate before launch.

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## REFERENCES

Roy Edger  
Manager of Network Services, AT&T  
Re592s@att.com, (415) 233-0152

I've known Roy for around ten years — long before he became a manager. He can give a clear picture of my work and reliability.

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