Christopher D'Entremont

Boston, MA | 781-502-6071 | dentremontc@wit.edu | chrisdentremont.net

Education

Wentworth Institute of Technology, *Boston MA*

Bachelor of Science – *Computer Science* Expected August 2023

- Minor: *Business Management*
- GPA: *3.40 / 4.00*
- Dean's List 2020 & 2021
- Related Courses: *Computer Science I/II, Data Structures, Algorithms, Databases, Data Science Fundamentals, Operating Systems, Parallel Computing, Programming Languages, Web Development, Software Engineering*

Technical Skills

- Java, C, C#, SQL
- Python, Flask
- HTML, CSS
- JavaScript, jQuery, React
- Git, GitHub
- Node.JS, NPM
- Webpack
- Google Firebase
- Windows 10/11
- Linux (Ubuntu)
- Visual Studio, VSCode
- Eclipse

Professional Experience

E.M. Duggan, Canton MA Sept. 2022 – Dec. 2022

Software Engineering Intern

- Developed requested add-ins for the Revit software to be used within the company.
- Demonstrated object-oriented programming skills using the C# language through efficient and well-documented code.
- Worked on add-ins collaboratively within a team of people using Git version control.

Sanofi, Cambridge MA

IT Intern Mar. 2022 – May 2022

- Collected computer and instrument information from company locations in order to improve asset inventory.
- Demonstrated troubleshooting skills by using technical workarounds to gather PC information.

Projects

AppliTrack, *JavaScript (Personal Project)* April 2022

- A web application created using HTML, CSS, and JavaScript that allows the user to keep track of information of their job applications including location using the Google Maps API.
- Deployed using DigitalOcean service for app hosting and Google Firebase service for user database and authentication.

Plastic Pollution Predictor, *Python (Class Project)* November 2021

- A machine learning model that predicts a theoretical country's contribution to global plastic waste pollution
- Utilized Python libraries (Numpy, Pandas, Matplotlib) to create multiple linear regression model for analysis and deployed web application with Heroku using Flask library

Online Trivia Game, *Java (Class Project)* October 2020

- A game created with Java in which players can connect & compete in answering random trivia questions
- Designed with Java's JavaFX libraries for UI elements (Utilizing Eclipse)