Christopher Nair

Iowa City, IA

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⚫ chrisnair
in Christopher Nair

EDUCATION

•University of Iowa *August 2021-May 2025*

Computer Science, BS GPA: 3.36
Arabic Language, Minor

EXPERIENCE

•University of Iowa CAMBUS *August 2021-Present*

Transit Operator Iowa City, IA

– Transported passengers on fixed routes in class B public transport bus
– Provided paratransit services to individuals with disabilities.

•Johnson County SEATS *March 2022-October 2022*

Paratransit Operator Iowa City, IA

– Transported elderly and disabled passengers to and from various urban and rural locations

•Junge Automotive Group *July 2019-May 2022*

Light Maintenance Technician North Liberty, IA

– Performed light repairs and maintenance on BMW and Ford Vehicles
– Occasionally shuttled passengers to/and from the dealership and various destinations.

PERSONAL PROJECTS

•Battleship

(WIP) Video Game version of the popular children's game Battleship.

– Developed using only default Java libraries. Complete with original graphics and online multiplayer.
– My primary contribution: All gameplay elements and logic for handling scoring, ship placement, boards, etc.

TECHNICAL SKILLS AND INTERESTS

Languages: Java, Python, C, Haskell, ARM Assembly
Developer Tools: Windows, Linux, Git
Coursework: Data Structures, Discrete Math, Software Development, Computer Organization, Networks,
Programming Language Concepts, Functional Programming and Algorithms
Areas of Interest: Software Engineering, Computer Networks, Functional Programming, Linguistics

LANGUAGES

•English *Native Speaker*

•Romanian *Native Speaker*

•French *Fluent*

•Spanish *Advanced Intermediate*

•Arabic *Intermediate*

WORK AUTHORIZATION

•United States

•European Union

•India