Christopher Oney

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SKILLS

JavaScript, Python, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

PROJECTS

Adventr | *(React / Redux, Rails 5, AWS S3)*   **live** | **github**

Social media application inspired by Tumblr with a role-playing game theme

- Built a variety of modals for CRUD actions involving posts, follows, and likes to enhance user experience and display 50% more information without cluttering the screen
- Stored uploaded images using AWS S3 and the paperclip gem to facilitate faster uploading times
- Created a custom search feature that filters results across different slices of state in optimal time as triggered by real-time user input

Mastery | *(MERN Stack, AWS S3, React)*   **live** | **github**

Social media application tracking skill-based personal growth and facilitating social interaction based on tasks

- Designed a modal system for front-end user authentication that decrypted information sent from the backend using the JWT-Decode library to ensure safe and secure authentication
- Developed a social feed using React that allows user interaction and exploration with profiles they follow while maintaining integrity as a single-page application
- Utilized SCSS and webkit to provide a responsive front-end environment to enhance user experience

Actual Cannibal Shia Labeouf | *(Javascript, Canvas, HTML5)*   **live** | **github**

JavaScript game inspired by the Actual Cannibal Shia Labeouf tabletop system

- Developed a dynamically rendering screen display in Canvas to allow increasingly expansive levels without decreasing resolution or increasing the size of the canvas element
- Optimized collision logic to ensure the player sprite moves smoothly around tile-based mapping system
- Generated levels dynamically and varied game difficulty as it continues to increase replayability, keeping the game fresh and challenging

EXPERIENCE

Software QA Automation Engineer/Tester

Employee Channel Inc   Sept 2014 - Dec 2019

- Created and maintained the test plan system for human resources application based upon use cases, UI wireframes, and API specs
- Led transition to automated testing via AppVance, allowing the team to maintain a 8:1 dev-to-qa ratio
- Executed test plans and test cases as the primary tester for EmployeeChannel's IPR and MVP releases of the mobile and cloud-based apps.
- Collaborated with team of 16 engineers to ensure app integrity across a wide range of devices, platforms, and GDPR compliant set-ups before, during, and after regular releases.
- Trained team of 3 QA Interns in company-standard test plan creation and management

EDUCATION

AppAcademy - *Highly selective program web development program with a 3% acceptance rate.* 2020