

Christopher Owens

Software Engineer
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Enthusiastic and ambitious software engineer with the ability to learn and apply new languages and technologies. Before transitioning to become a software engineer, I worked as an assistant warehouse manager handling logistics and day to day operations. I managed and worked with a group of employees to efficiently deliver and maintain inventory.

Software Development Skills

- Debugging, JavaScript, Python, PostgreSQL, Bootstrap, HTML, CSS, Node.js, Express, Git, Github, PHP, Wordpress, React.js, Redux, MongoDB

Education

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA

July 2020 – November 2020

- Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio

SquadMate | squadmate.app | github.com/chrisowensdev/SquadMate-Frontend

November 2020

- Full-stack MERN app that allows coaches and managers to keep track of critical information, such as contact and medical information, that allows convenient access in case of an emergency
- Primary responsibilities include, creating server side routing to handle user, team, and document data, user authentication, creating users and teams and integrating the server side with the client side of the app
- Part of a 5 person remote team that used Trello board to handle project management to keep track of different tasks and maintain efficient progress.
- Created with React, Node.js, Express, MongoDB, Material UI, Google Firebase

Salon | github.com/chrisowensdev/Salon

September 2020

- Full stack social platform for people to review and converse about individual pieces of artwork.
- Integrated a foreign API to display images and information about items for users to interact with each other.
- Use hashing and encryption to secure user passwords.
- Allow users to create individual profiles to save their favorite art pieces and keep track of their reviews of items.
- Primary responsibility was to handle the search function and use routes from express to communicate with the front-end javascript.
- Created with Node.js, Express, PostgreSQL, HTML, CSS

Terminal Kombot | github.com/chrisowensdev/terminal-kombat

August 2020

- Part of a 4-person team, working remotely in an agile environment to create a role playing game for a user to select a player to compete against randomized computer players.
- Randomized the outcomes of individual actions to help make gameplay more enjoyable and exciting.
- Used the principles of object oriented programming with classes and methods to handle individual characters strengths and weaknesses for a more unique gameplay.
- Created with Python

Romantic About Baseball | romanticaboutbaseball.com | github.com/chrisowensdev/RABTheme

July 2020

- Blog maintained by the owner who needed theme customization.
- Created layout specific to the clients wants and needs to provide maximum landing page usage for displaying blog post and categories that are featured by the client without repetition
- Customized individual pages for specific needs for the UX experience according to the clients needs.
- Created with HTML, CSS, JavaScript, PHP, and Wordpress.

Professional Work Experience

Ken Stanton Music | Assistant Warehouse Manager | Marietta, GA

November 2008 – July 2020

- Managed day to day operations of incoming and outbound shipments for a team of five members for a main hub that serves the main store and four satellite locations.
- Designated assignments between myself and the team for inventory management including checking in, receiving and distribution of product.
- Used physical inventory and cycle counts to proper inventory daily and researched any discrepancies.
- Worked with managers at the satellite locations to set up schedules and routes to make sure that delivery times and schedules were efficient.