

Christian Brewer

About Me

I am a technically minded person who enjoys repairing all manner of mechanical objects and building computers. I have been in commissioned sales for most of the last decade, with experience in IT service desk operations and remote hardware maintenance. The skills that enabled me to successfully relate to and communicate with people in a high intensity sales or IT environment have enabled me to grow as a software developer. Proficient in full-stack development with a focus on back-end development and passionate about MongoDB and Mongoose. Experienced with computer repair as well as hardware and software troubleshooting.

Skills

JavaScript, React.js, Bootstrap, Express, Node.js, MongoDB, Mongoose, Git, GitHub, Python, Linux, Windows, Computer Repair

Software Development Projects

June 2022 - PRESENT

Goblin Story Game - Text-based RPG | https://christian-the-brewer.github.io/Goblin_Story/ | github.com/christian-the-brewer/Goblin_Story

- Built with Javascript, CSS, and HTML to create a text-based RPG from the ground up as my first coding project before learning any frameworks.
- Uses original artwork and royalty-free sounds to create a more modern take on old-school text based RPG gameplay.
- Has a leveling system and progressive difficulty with randomized encounters scaled to player level.

StreamGenie - Web-app that tracks where you can stream desired movies and shows | github.com/christian-the-brewer/streamgenie-react-front

- MERN stack app that has user auth and supports users adding and removing from a person favorites list.
- Worked in a team with another coder as the primary coder and responsible for building back-end.
- Utilizes Mongoose Schemas and Bootstrap in addition to MongoDB, Express, React, and Node.
- Uses [TMDb API](https://www.omdbapi.com/) to fetch movie and show data.

GPT-3 Promo Site - Faux promo site built with React | https://christian-the-brewer.github.io/gpt3_site

- React single page app with scrolling.
 - Adding in Chat GPT integration in future.
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Professional Experience

Micro Center - *Systems Sales*

June 2017- June 2022

- Worked as store liaison with Microsoft handling training, meeting sales goals, and aligning merchandising with guidelines.
- Corresponded with Microsoft with weekly calls and reports, along with attending yearly conferences.
- Exceeded store sales quotas while providing excellent customer service helping customers discover and meet their technology needs.
- Designed and built desktop computers for home, office, gaming, research, and commercial applications.
- Knowledgeable with networking equipment.

EnerNoc - *Service Desk Intern*

January 2012 - September 2012

- Handled remote hardware setup and integration with PuTTY.
 - Handled live curtailing of energy usage via remote building controls of thousands of factories, stores, and warehouses during peak energy usage.
 - Solved tickets from both contractors and customers via phone and Salesforce CRM.
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EDUCATION

General Assembly

June 2022 - August 2022

Software Engineering Immersive

Malden High School

September 2005 - May 2009

High School Diploma