

# Christian Baisch

## Backend Developer

### Experience

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**Boise State University**

Jan 2020 to Jan 2021

*Backend Developer*

Boise, ID

- Lead Developer for Northeast Georgia Regional Educational Service Agency (RESA) – Application to track curriculum and education progress for hearing impaired students
- Defined non-SQL, structured data using MongoDB database to meet availability requirements
- Leveraged NodeJS foundation to establish connections for user app and database
- Implemented secure foundation with AWS S3 bucket, AWS policies and processes
- Client project lead - Captured requirements, User acceptance testing and Agile Scrum/Sprints to manage expectations throughout the project

**Fred Meyer – The Kroger Co.**

June 2017 to Sept 2020

*Cashier*

Boise, ID

- Expanded knowledge of the retail industry and assisted colleagues in other departments
- Built trust with team members and excelled in client satisfaction, service desk support, and worked closely with dept leads
- Advanced in many areas that include daily recovery, safety, and facility operations for maximum efficiency

### Projects

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**Senior Group Capstone – Multiplayer Interface**

- Developed and implemented a SaaS-based multiplayer for capstone presentations that included capabilities to support both voice and text interaction
- Developed with team a fully customizable character creator that help students quickly create any character they preferred in an easy-to-use interface
- Managed the team as acting dev manager to maintain velocity, focus and optimal quality and performance of the solution

**Senior Personal Capstone - Virtual Reality**

- Created an engaging and fun VR game that leveraged Oculus's Integration plugin within Unity
- Developed NPC state machine to increase performance and sustainment plan for future capabilities
- Designed character models and developed the world environment for supporting different themes and engagement models

**48hr Game Challenge - Time Bound Development**

- Concepted, prototyped, programmed, and formalized game for MVP within 48 hours
- Expanded role to dev manager to help team focus and manage time effectively to guarantee that product would be finished on time
- Interacted with community members as UAT advocate and project stakeholder to provide and communicate feedback to improve overall product

**Personal Hygiene App – Augmented Reality**

- Created an application using Google's ARCore plugin for Unity that helped individuals with developmental disabilities to learn basic hygiene concepts
- Implemented image recognition system allowing users to scan pictures to immediately see related concepts
- Built video library to allow users to watch videos seen throughout the app
- Managed the team to maintain velocity, focus, optimal quality and to meet deadlines

### Education

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**Boise State University**

May 2021

Bachelor of Science: Gaming, Interactive Media, and Mobile Technology

Boise, ID

Minor: Computer Science

### Skills

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|---------------------|-----------------------|------------------|
| • C#                | • Unity               | • JavaScript     |
| • SQL               | • MongoDB             | • C++            |
| • C                 | • Amazon Web Services | • Git            |
| • Agile Development | • Project Management  | • VR Development |
| • .NET              | • Xamarin             | • HTML           |