Christian Mark

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EDUCATION

Boston University   Expected May 2023
Bachelor of Arts in Computer Science   *Boston, MA*
- 3.61 GPA, Dean's Circle
- Selected Coursework: Introduction to Computer Science I, Data Structures and Algorithms, Discrete Mathematics, Computer Systems, Geometric Algorithms, Software Engineering Career Preparation, Intro to Analysis of Algorithms, Probability in Computing

EXPERIENCE

Software Engineering Intern   June 2021 – August 2021
SportEdge   *Boston, MA*
- Led a data ingestion project using Selenium to obtain College info through automated Chrome browsers. Added a total of 1,000+ schools, resulting in a 700% increase in database size. Supervised and trained two fellow interns in data pre-processing
- Leveraged AWS Amplify with CLI to rapidly build and deploy a CI/CD pipeline for feature flagging and experimentation, decreasing product iteration time by 50%
- Conducted quantitative/qualitative competitive analysis of US collegiate athletics market. Presented thorough feature strengths/weaknesses and offered insights on how to improve current product offerings
- Augmented application front-end design by constructing various static application pages for production deployment in Alpha testing

Classroom Moderator   September 2020 – Present
Boston University IT Help Center   *Boston, MA*
- Managed PC laptops, desktops, televisions, microphones, cameras, and projectors in five classes
- Proctored lecture halls of 40 students by answering tech-related questions to ensure great in-person and remote technology experience
- Collaborated closely with a small group of 4 moderators and assisted professors by managing the Zoom chat

PROJECTS

Proctor A.I | *TensorFlow, Coco SSD*
- Developed a ReactJS application to alert users when looking away from their computer screen or picking up their phone during a timed study session
- Implemented a stopwatch feature to monitor a user for a desired period of time
- Utilized the Coco SSD object detection API to create an image classification model that achieved 95% accuracy

Hack4Impact Eatwell | *React, Firebase*
- Contributed code to project *Eatwell*, a non-profit website focused on helping individuals around the Greater Boston area learn how to cook
- Re-designed the website's UI on Figma, implemented a navigation bar, and devised forms for user profile page. Enabled a user to sign-in, edit a profile picture, and change a password using React and Firebase
- Instantiated guest and admin roles and worked as a program administrator to assign cooking programs to specific users, generating an increase in website user population by 50%
- Collaborated with a team of 5 software developers on GitHub and worked closely with a client in an agile format

Clash Royale Tournament Bracket | *Java*
- Developed a tournament generator for Clash Royale, a 1v1 real-time tower rush game played with an 8-card deck
- Constructed unique game modes such as draft, classic, mirror, and build your own deck using HashMaps
- Generated cards for random decks and devised random matchups for each player by employing a shuffle function
- Utilized an ArrayList to host an unlimited number of players, allowing a client to run LAN parties of 10+ players

TECHNICAL SKILLS

Languages: Java, Python, C, HTML/CSS
Frameworks and Platforms: React, Firebase, Material-UI, Pygame, AWS Amplify, Selenium
Developer Tools: Git, VS Code, IntelliJ, Eclipse, CLion