

Christian Mark

415-307-4775 | ctmark@bu.edu | linkedin.com/in/ctmark | github.com/christiantmark

Education

Boston University

Bachelor of Arts in Computer Science (GPA: 3.46)

Expected May 2023

Boston, MA

Skills

Languages: Java, Python, C, C#, Javascript, HTML, CSS, OCaml, Swift, Groovy, SQL

Frameworks/Platforms: React, Material-UI, Pygame, AWS, Selenium, Lightning-SDK, Firebase, TensorFlow, MySQL/NoSQL

Tools: Git, Unity, Vim

Work Experience

Teaching Assistant

Boston University Department of Computer Science

January 2023 – Present

Boston, MA

- Led three software engineering teams to design, develop, and deploy a working mobile or web app in one semester
- Facilitated weekly office hours to provide one-on-one or group assistance to a total of 50+ enrolled students

Software Engineering Intern

Comcast

May 2022 – August 2022

San Francisco, CA

- Enhanced the CI/CD Interactivity Editorial Tool for the Merlin Content Data Services team by implementing an auto-image uploading process and adding frontend visual cues
- Developed using REST API Spring Boot to execute model data conversions in Groovy
- Competed in a company-wide hackathon and pitched a project “That’s My Jam!” to the TPX Entertainment Department

Software Development Intern

echo3D

January 2022 – April 2022

New York City, NY

- Created AR and VR applications using echoAR, a product that stores XR assets on the cloud
- Collaborated with other interns to create a large-scale Mardi Gras mask game using Unity and C for 200+ followers
- Learned basic 3D model creation and manipulation, unity package management, and incorporated Face AR SDK

Software Engineering Intern

SportEdge

June 2021 – August 2021

Boston, MA

- Led a data ingestion project through Selenium to obtain College info resulting in a 700% increase in database size. Supervised and trained two fellow interns in data pre-processing
- Leveraged AWS Amplify with a CLI to rapidly build and deploy a CI/CD pipeline for feature flagging and experimentation, decreasing product testing iteration time by 50%
- Conducted quantitative/qualitative competitive analysis of the US collegiate athletics market

Projects

That’s My Jam! | *React, Lightning SDK, Spotify API*

- Prototype feature within the X1 TV box which streamlines Spotify and Timeline API metadata of a movie/episode
- Assembled frontend visualization using React and Lightning SDK. Configured OAuth tokens with Spotify API

Beach Buddies | *React, Firebase, Material UI, Mapbox GL*

- Progressive web application leveraging geolocation tracking to engage volunteers in freelance beach cleanups and accredit users through service hour certificates. Winner of *Judge’s Choice Award* at BU Spark! 2022
- Designed frontend using HTML, CSS, Material UI, and Mapbox GL with a backend hosted on Firebase

Proctor A.I | *React, TensorFlow, Coco SSD*

- Web application to alert users when looking away from a computer screen or picking up a phone during a timed study session
- Employed an object detection API to create an image classification model to achieve 95% accuracy

Leadership Experience

Hack4Impact | *Co-Director, Software Engineer*

- Standardized recruitment, non-profit outreach, and engineering team processes to deliver projects to non-profits
- Constructed a nutrition-balancing meal web platform to foster healthy eating habits with NextJS

BostonHacks | *Marketing Organizer*

- Created social media posts and promotional videos for BostonHacks, an annual collegiate hackathon, utilizing Adobe Premiere Pro, Adobe Photoshop, and Adobe After Effects
- Accessed various social media platforms for engagement outreach at a national level