

CHRISTIAN MARTINEZ

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SKILLS

Programming Languages: Javascript, Node.js, Swift, Java, C++
Other: Git, SQL, Agile, Mobile Development, REST

SOFTWARE EXPERIENCE

Parabug

Software Engineer

Monterey, CA
Aug 2018 - Feb 2019

- Deployed responsive, web application service to replace existing quote system.
- Implemented client/serverside testing for user input and compiled data into JSON necessary for an accurate quote.
- Generated an automatic email system to streamline job requests containing KML / PDF files from client input to the company.
- Established a product roadmap with a vision of executing a refined and scalable product for the client.
- Integrated Node.js / Javascript frameworks such as NodeMailer, Toastr, OAuth, and Google Maps API.

MESA Innovation Sign In Project

Software Engineer

Santa Barbara, CA
Nov 2015 - April 2016

- Constructed prototypes of UI and SQL Databases
- Implemented a clear, minimal UI for seamless user interactions that is tailored to the end user.
- Integrated an SQL database to store local data in a portable location for the ease of the client.

PROJECTS

Heartbeats *Swift, Apple API, Spotify API*

Developed a Mobile iOS Application that communicates with the apple watch to play different genres of music according to the BPM. Developed and Tested UI elements for a simpler design. Integrated Spotify's API to allow users to sign into the app with Spotify.

DigiCard *Kotlin, Java*

An Android Application that virtualizes business cards for networking. Enhanced UI for a detailed, user experience. Collaborated with colleagues to detail clear specifications within a constrained timeline.

Music Randomizer *PHP, SQL, AJAX*

A small project to familiarize SQL, PHP and Ajax concepts. A foundation for practicing with technologies such as Heroku and SQL databases. Utilized AJAX requests to process server data and display results to the user.

Flix *Swift*

An iOS application that utilizes a third party API to show recent released movies and their information. Iterated through design process by receiving feedback for UI, prototyping in increasing fidelity, and testing across various devices.

EDUCATION

Santa Barbara City College

AS Computer Science

Santa Barbara, CA
Aug 2012 - May 2016

California State University, Monterey Bay

BS Computer Science

Monterey, CA
Aug 2016 - Dec 2018

CodePath iOS Bootcamp

Aug 2018 - Dec 2018

Monterey, CA