

# Christian Williams

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## Skills

**Languages:** C, CSS, HTML5, Java, JavaScript, Python, SQL, Bash  
**Frameworks:** Node.js, React JS, Ember JS, jQuery, React Native, Spring Boot, Express JS, Flask

**Telemetry Dashboards:** Datadog, Grafana, Splunk  
**Technologies:** AWS, Docker, Git, GitHub, Jenkins, Jest, Junit, Linux, Maven, Mockito, Node, Redis, Socket.io, Cloudflare, Vercel, Vite, MySQL, MongoDB

## Professional Experience

Full Stack Software Engineer

[Sony Interactive Entertainment](#)

July 2021 - March 2024

- **Designed, developed, and tested** features for multiple enterprise-level applications for the PS4 and PS5 that over **104 million monthly users** interact with.
- I **spearheaded** the end-to-end development of a large-scale feature on the PS5 as a **Feature Lead**.
  - **Investigated** the feasibility of a feature in a **spike** by using technical specifications provided by the product team, determined a **timeline** for the end-to-end development of this feature, and then presented the outcomes in a **technical deep-dive**.
  - Evaluated technical requirements for the new feature and produced **stories** with **Jira** for the engineering team to execute.
- Implemented new front-end features with **JavaScript, React, and Ember JS**; such as creating and changing UI components, updating UI to reveal changes from the **backend**, and **unit-tested** functionality changes with **Jest**.
- Developed new features on an enterprise backend application with **Java, Maven, and Spring boot**, unit-tested with **Mockito** and **JUnit**, and constructed **endpoints** to create new **REST APIs**.
- Utilized dashboard tools such as **Splunk, Grafana, DataDog, and Imply** to monitor applications
  - Used dashboards to recommend a rate increase for a **3rd party API** that was used in our backend service, this reduced (HTTP 429) **errors significantly** for that API.
- Developed updates to **internal tools** used for **advertising and banners** on the **PS5 media app**.
- **Mentored and interviewed** incoming QA, software engineer, and project manager apprentices.

Software Engineer

**Bluload(startup) - Internship**

May 2021 - July 2021

- Used experience with No-Code on Bubble.io to create and implement features for the Bluload platform.
- Worked in a small remote team, adopting a project and deadline-based approach.

## Education

**Full Stack Software Engineering Certificate**

Feb 2019 - Sep 2021

Holberton School of Software Engineering, New Haven, Connecticut

- Coursework included low-level programming, algorithms, data structures with C, object-oriented programming with Python, databases (SQL, MySQL, NoSQL), web development (HTML, CSS, JS, Bootstrap, React JS, jQuery, Python, JSON), system engineering/DevOps, Bash scripting, and machine learning with Python.

**Computer Science - Associate Degree**

Aug 2017 - Jan 2019

Gateway Community College, New Haven, Connecticut

- Gained foundational knowledge in Python and SQL while actively participating in student council and clubs.

## Projects

**Portfolio Website:** Built a website using React js and Vite. Served with GitHub Pages and Cloudflare for SSL.

**RocketRiders:** Developed and deployed an online retro-inspired game and website. Utilized phaser3 framework for game development. Built the website using React JS, HTML5, JavaScript, and CSS

**IOU App:** Created a mobile app using React Native, CSS, and JS. Implemented a backend with Node JS. Facilitated users in managing and tracking IOUs with each other.