

Christian Williams

West Haven, CT | [LinkedIn](#) | Christian.Williams77@outlook.com | [GitHub](#) | chriswilliams.tech

Skills

Languages: C, CSS, HTML5, Java, JavaScript, Python, SQL, Bash **Telemetry Dashboards:** Datadog, Grafana, Splunk
Frameworks: Node.js, React JS, Ember JS, jQuery, React **Technologies:** AWS, Docker, Git, GitHub, Jenkins, Jest, Junit, Linux, Native, Spring Boot, Express JS, Flask
Maven, Mockito, Node, Redis, Socket.io

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.
- Spearheaded the end-to-end development of a large-scale feature on the PS5 as a **Feature Lead**.
 - **Investigate** the feasibility of a feature in a **spike** by using technical specifications provided by the product team, determine a **timeline** for the end-to-end development of this feature, and then present these 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** UI 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 the **endpoints** to create new **APIs**.
- Utilized dashboard tools such as **Splunk, Grafana, DataDog, and Imply** to recommend a rate increase request for a **3rd party API** that was used in a backend service that **lowered error rates**.
- Made updates for **internal tooling**
- **Mentored** and **interviewed** incoming QA, software engineer, and project manager apprentices.
- **Won grand prize** for internal Hackathon (2021).

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.