

CHRISTIAN FERNANDO

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Professional Summary

Proactive Software Engineer Intern with a solid foundation in software development methodologies from an immersive bootcamp. Proficient in .NET architectures, C#, and web technologies. Skilled in crafting efficient code and collaborating with cross-functional teams. Translated design concepts into user-friendly web applications with optimal performance. Problem-solving expertise evident in resolving complex programming challenges. Contributed to agile development processes and possesses a Diploma in Software Engineering. Committed to learning and Eager to contribute to dynamic projects, learn from experienced professionals, and grow in a collaborative environment.

Education

Bachelor of Software Engineering: November 2020

Media Design School - 10 Madden St Central Auckland

Fully participated in Agile Software Development Object Oriented Design methodologies and Software Design principles. Worked with small teams on numerous projects using Unity, Unreal, OpenGL and Native PS4. Software Development in Multi-Threaded C++ on Windows. Performed Debug and Performance Analysis Documentation and usage of Source Control Management Tools- Github, GitKraken, Jira

Skills

- Knowledge of software engineering concepts and practices.
- Programming languages C++, C#, Swift
- JavaScript,, React JS, Tailwind CSS
- ASP.NET Architectures, MVC, and RESTful APIs
- SQL and MS SQL Server Database Management
- Entity Framework and Database Modeling.
- HTML/CSS and Bootstrap for Web Development
- Experience in Deploying on Microsoft Azure for Databases and Web Applications.
- Experience with AWS and its services: Cognito, Lambda, S3, DynamoDB, AWS Amplify
- Experience with Wordpress Web development (Static websites).
- Unity: Experience in developing projects using Unity game engine. Published a game on Google Play.
- Unreal Engine: Game Development
- Software Development Life Cycle (SDLC)
- Utilized GitHub for version control and collaborative development on various projects, ensuring code integrity and facilitating team collaboration.
- Efficient time management skills with a focus on meeting deadlines and delivering high-quality results.
- Source code review
- Able to work with teams and also work unsupervised.
- Strong ability to follow directions.

Work History

Software Developer Intern

MVP Studio – New Zealand

June 2023 - Present

- Completed a comprehensive talent covering front-end and back-end technologies.
- Developed a range of projects, including an E-commerce Website and Talent Matching Web application, showcasing proficiency in JavaScript, React.js, SQL Databases, C#, and more.
- Identified and addressed challenges related to outdated components and version conflicts during the development process, ensuring the seamless progression of the projects.
- Successfully worked on tasks independently, displaying a high level of initiative. Took ownership of specific responsibilities, contributing to the overall success of the project..

Projects

1. E-Commerce Web application

- Developed a web application that allows users to input and output Customer, Product ,Store and Sales Data.
- Implemented a Code-First approach based on Entity Framework, allowing for efficient data modeling and manipulation. Supported Database-First approach, providing flexibility in database design and development.
- Utilized responsive design principles, using Semantic UI, for a seamless user experience.

2. Talent Matching Web Application

- Developed User Details Components including fields for Address, Nationality, Languages, Skills, Work Experience, Visa Status, Job Seeking Status, and Photo Upload.
- Front-End: Implemented the Talent Feed page, utilizing React.js for dynamic rendering.
- Back-End: Integrated AJAX calls to retrieve data from the controllers. Implemented action methods in controllers and services to fetch data from the database.
- Leveraged Microservices architecture and hosted the application on Microsoft Azure for scalability and reliability.