Christopher Jennison

Software Engineer
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EXPERIENCE

Software Engineer, *Promoboxx Inc*

Boston, MA → 2015 - Present
- Architected and developed the retailer facing application integrating social media channels.
- Engineered solutions on an API fielding requests from two concurrent applications.
- Managed user tracking data and data warehouses for reporting.
- Led Scrum teams on weekly release cycles and bi-weekly sprints.

Software Engineer, *United States Geological Survey*

Turners Falls, MA → 2013 - 2015
- Developed online graphical information mapping applications for broad spatial scale analysis.
- Worked alongside state environmental agencies to build applications to best suite their needs.
- Implemented statistical data manipulation scripts to evaluate and clean public data.

Software Engineer, *HitPoint Studios*

Amherst, MA → 2010 - 2013
- Developed advertising games for both web and mobile platforms using Flash and HTML5.
- Worked with Microsoft, Wildtangent, and SessionM to deploy advertising campaigns.
- Programmed alongside varying sizes of development teams, from three to twenty individuals.

EDUCATION

University of Massachusetts, Amherst

B.S. Computer Science, Summa Cum Laude → 2013 - 2016

Greenfield Community College

A.S. Media Arts → 2010 - 2013

PROJECTS

- Designed and engineered app.promoboxx.com with a team of engineers using AngularJS 1.X. Maintained and developed new features for the application. Collaboratively worked on an upgrade plan migrating to VueJS and JSData including rollout planning and training.
- Developed ice.ecosheds.org with JavaScript and D3.js to provide a tool for managers and state politicians to prioritize specific zones for the development of state legislature.
- Built ecosheds.org for the collaboration and aggregation of state environmental data using AngularJS as a front-end, with NodeJS for an application server, with PostgreSQL as a database and OpenLayers for geospatial mapping.
- Collaboratively developed scheduleless.com with Ruby on Rails. Focused efforts on scheduling algorithm.

TECHNICAL SKILLS

HTML5, CSS, JavaScript, AngularJS, VueJS, NodeJS, Grunt, Browserify, Ruby on Rails, OpenLayers, D3, R, MySQL, MongoDB, PostgreSQL, Karma, Jasmine, Mocha, Chai, Bash, C, Java, Scala.