Christopher James Porter – www.c-porter.com

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Objective

I am a highly motivated and detail-oriented software developer with a bachelor's degree in computer science and strong skills in data management, database design, data analysis, and client satisfaction. I am seeking to leverage my IT expertise and passion for technology to expand my knowledge and drive innovative solutions in the software development industry.

Education

B.S. Computer Science - 2023
- University of Arkansas Grantham - Kansas City, MO
- University of California - San Diego, CA

Work Experience

Geek Squad – Advanced Repair Agent | June 23' – May 24'
- Main facilitator of device diagnoses and repair, utilizing specialized software for troubleshooting
- Maintained an effective workflow rhythm to resolve issues quickly and efficiently
- Performed diagnostic services and provided repair recommendations based on findings
- Consistently communicated empathetically with all clients, ensuring high service standards

Geek Squad – Apple Pro Consultation Agent | October 19' – May 23'
- Primary point of communication, inventory management, and conflict resolution between our precinct and Apple
- Handled quarterly counts & fulfilled inventory pullbacks, minimizing financial impact due to mismanaged product
- Provided personalized updates to clients and communicated repair expectations with fellow agents
- Led client consultations, utilizing troubleshooting expertise to resolve issues and prevent future frustrations

Skills

- **Programming Languages:** Python, Javascript, Typescript, C#, C, C++, C#, (Learning) Scala
- **Frameworks & Libraries:** Flask, Django, Firebase, React, RESTful API's
- **Web Development:** HTML, CSS, deployment using Heroku and Netlify
- **Database Management:** SQLite, SQL, Firestore Database
- **Tools & Methodologies:** Knowledgeable of methodologies such as Agile, Scrum, Waterfall. Competent in using industry-standard IDEs and UML Diagrams
- **Additional Skills:** Self-motivated, quick learner, and thrive in team-oriented environments

Projects

TheSquad – API, Data Analysis, & Machine Learning | Dec 22' – Present
- TheSquad is an online data tool for the MOBA - League of Legends. Its main functions are to retrieve, store, and analyze the game data of specified groups of players or "Squads"
- Designed and implemented a RESTful API using Flask to facilitate these main functions
- Integrated Google's Firestore Database for data storage, real-time updates, and multiuser querying
- Developed & documented a thorough means of interpreting this data
- Evolved this analysis into a machine learning model that uses past data to recommend champions in live games
- (In Development) (1) User-friendly website to demonstrate API usage and proof of function. (2) Live windows application that communicates with the game's client in real-time
  - **Website:** www.thesquad-api.com
  - **Squad Data Set:** www.thesquad-api.com/demo

MPScrubber – **Online Marketplace Analysis Tool |** Nov 23' – Present
- Designed a Python-based tool to scrape the Facebook Marketplace for used vehicle listings
- Implemented data storage solutions using SQLite so deeper trend analysis can occur over time
- Designed a reporting algorithm that automatically formats data comfortably in an excel spreadsheet
- Deployed the project into an installable package, allowing users to install and use the app on their own devices
- Worked with used car analysts and directors to guide project towards an eventual production level product
- (In-Development) Developing a user interface that avoids the CLI to enhance client interaction and usability
  - **Link:** https://github.com/cjporter25/MPScrubber