




Christopher Chan

<https://ckc1230.github.io> 

<https://github.com/ckc1230> 

<https://www.linkedin.com/in/ckc1230> 

chriskchan1230@gmail.com 

(510)-292-8015 

EDUCATION

General Assembly, SF

November 2016

Web Development Immersive

University of California, San Diego

March 2012 - Provost Honors

Bachelor of Arts, Music (Honors)

Bachelor of Science, Cognitive Science

The Recording Arts Center, San Diego

May 2014

Associate Degree, Audio Engineering

TECHNOLOGIES

Languages:

HTML5, CSS3, JavaScript, jQuery, Ruby

Database Tools:

MongoDB, Mongoose

Frameworks:

Node, Express, Angular, Rails

Other: Bootstrap, Handlebars, Materialize,

Git/GitHub, AJAX, JSON

OTHER EXPERIENCE

Studio West, San Diego, CA

Manager/Audio Engineer

(June 2014 – July 2016)

Managed audio engineers at the largest recording studio in San Diego. Worked with digital audio-engineering software and advanced technical hardware/equipment. Recorded, edited and mixed sound for musicians and post-production clients (film/TV/radio/ audiobooks).

Oakdale La Mesa, San Diego, CA

Music Director

(April 2012 – July 2013)

Implemented and directed a program geared towards enriching the daily lives of senior Citizens through music and the arts. Residents were living in Oakdale's assisted-living and memory care units.

RELEVANT EXPERIENCE

General Assembly: Web Development Immersive
San Francisco, CA - September-November 2016

Learned technical skills and gained knowledge to build full-stack applications using MEAN stack, JavaScript and Ruby on Rails. Developed applications individually and in groups, utilizing project management and communication skills, data-modeling, wire-framing, building user-stories, and presenting my final product.

WEB APPLICATIONS

Mic Drop: <https://micdropshootout.herokuapp.com>
December 2016 - GitHub: /ckc1230/mic-drop

A resource for comparing the audio quality of microphones through listening examples. Users can upload/browse for comparisons of mics they wish to use/purchase. This is a solo project I built using Ruby on Rails, JavaScript and jQuery.

Trekster: <https://trekkster.herokuapp.com>
October 2016 - GitHub: /ckc1230/trekster

A travel-blog application developed with 2 other developers using Ruby on Rails. Trekster allows users to share memories from select cities and give other travelers ideas/tips for fun adventures.

.paws(): <https://pawsadopt.herokuapp.com>
October 2016 - GitHub: /ckc1230/paws

MEAN stack web application designed to allow users to find and/or place animals up for adoption. Though developed mostly through pair-programming, I took responsibility in developing wireframes and user stories, and building the front-end interface.

Stork: <https://www.storkstore.us>
November 2016 - GitHub: /ckc1230/stork

Built with 3 other team members, Stork is an online store for selling candy built with Ruby on Rails, I focused on user authorization and authentication with Devise, and Stripe for payment processing.