Christopher Chan

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GitHub
https://github.com/ckc1230
LinkedIn
www.linkedin.com/in/ckc1230

Mic Drop *(December 2016)*
GitHub: /ckc1230/mic-drop

Trekkster *(October 2016)*
GitHub: /ckc1230/trekkster
https://trekkster.herokuapp.com/

*.*paws *(October 2016)*
GitHub: /ckc1230/paws

Stork *(November 2016)*
GitHub: /ckc1230/stork

Strideforce Hackthon 2016
(November 2016) - **Winner**

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

Studio West
Manager/Audio Engineer
(June 2014 – July 2016)
San Diego, CA

General Assembly, SF
November 2016

Univ. of California, San Diego
March 2012 - *Provost Honors*

TECHNOLOGIES

Languages: HTML5, CSS3, JavaScript, jQuery, Ruby
Database Tools: MongoDB, Mongoose
Frameworks: Node, Express, Angular, Rails
Other: Bootstrap, Handlebars, Materialize, Git/GitHub, AJAX, JSON

WEB APPLICATIONS

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.

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

MEAN stack web application designed to allow users to find and/or place animals up for adoption. Came up with the initial idea and delegated tasks to my 2 team-members based on strengths.

Online store for selling candy built with Ruby on Rails, Devise for user authorization, and Stripe for payment processing.

Created an app using Salesforce for a non-profit called Stride. Built to encourage their alumni to stay in touch with Stride and update their work status in order to improve the school's outreach efforts.

RELEVANT EXPERIENCE

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.

OTHER EXPERIENCE

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).

EDUCATION

Web Development Immersive

Bachelor of Arts, Music (Honors)
Bachelor of Science, Cognitive Science