

Portland ME | 207-632-8086 | cmakride@gmail.com | <https://github.com/cmakride>

Website: <https://www.chrismakrides.com/>

Christopher Makrides | Full Stack Developer

Skills

Languages - JavaScript, HTML, CSS

Libraries and Frameworks - React.js, Node.js, Express.js, Tailwind

Database - GraphQL, PostgreSQL, MongoDB

Other - GitHub, RESTful Routing JSON, Netlify, Heroku

Software Development Projects

December 2021 - PRESENT

Shakn - Social platform for bartenders/cocktail enthusiasts to share and review cocktail recipes

- Utilized MongoDB, Express, React.js, Node.js to build a MERN decoupled full stack application. With full create, read, update, delete (CRUD) operations.
- Styled the application using Tailwind CSS.
- Tested API routes using Postman to ensure functionality and proper connection to our MongoDB databases.
- Implemented photo upload functionality using Cloudinary API.
- Used token based authentication to log in users to their profiles to save the cocktails they make to their profile.

Cocktail Recipe Finder - Tool for searching and viewing cocktail recipes

- Connects to a third party API with over 350 cocktail recipe files.
- Created an application with a mobile-first approach and styled using Styled-Components and CSS3 with flexbox layouts.

Holistic Business Website - Mobile responsive business website for client

- Styled for Mobile and Desktop using CSS flex/grid layouts.
- Constant communication with client to meet specific requests on functionality.
- Used React components to write "clean" code.
- Links on website to connect directly with client's Whatsapp.
- Used React to display pdfs specific to client's business model.

Space Invaders - 2d geometric shooter

- Leveraged embedded Javascript, HTML5, to organize and display the visual aspects of the game.
- Utilized Git control during the production of the application with frequent commits until deployment.
- Utilized object oriented programming to create players, enemies, and projectiles.
- Used Geometric equations to calculate and implement the physics of the game environment.

Professional/Work Experience

Batson River | Bartender | Portland, Maine

05/2021 – PRESENT

- Bartender for 200 plus capacity bar, multitasking to make drinks, clean, and serve.
- Responsible for retaining current customer base and attracting new customers using strong interpersonal skills.
- Responsible for training new bartenders, and creating new cocktails.

Udemy | Online Instructor

06/2020 - 05/2021

- Designed, wrote, and implemented an online course to sell on education websites, with the goal to effectively mentor beginning and aspiring bartenders.
- Used graphics programs such as Adobe Premier, Lightroom, Photoshop, to edit course content to create compelling course lectures that teach the most relevant and practical information in the field.
- Course has had over 1000 purchases with over 300 positive reviews and continues to grow as use data analytics from google and marketing on Youtube and Instagram.

Electrical Apprentice | Keeley Electric | Maine

04/2019 – 05/2020

- Design and constructed fire power distribution systems for commercial clients.
- Installed circuit breaker panels, light fixtures, exit signs, industrial fire alarms.
- Troubleshoot systems to ensure proper installation with strict adherence to electrical code.

Schlumberger | Geophysicist | Houston, Texas

09/2014 – 11/2016

- Primary role to perform water velocity correction to the entire survey of geophysical seismic data. This software involved seismic data algorithmic manipulation to process and define geographical areas of interest. Successfully performed the correction and the data was further processed and sold as multimillion dollar assets.
 - Achieved “Exceeds Expectations” for overall performance rating, yearly review.
 - Acted as first line of quality control, making sure data was properly acquired and stored in data storage which utilizes the google cloud platform.
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EDUCATION**General Assembly | Remote**

2022

Software Engineering Immersive

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Lee Strasberg Theater and Film Institute | New York New York

2016-2019

Theater and Film Acting Immersive

Immersive theater and acting program. Performed in off -Broadway theater productions and in Film episodes for television.

Bates College | Lewiston, Maine**Double Major:**

- BS Physics 2014
- BA Theater 2014
- Minor, Mathematics

Interests: Avid traveler, surfer, and swimmer. Conversant in Brazilian Portuguese. Can read/write in modern Greek.