Christopher Martinez

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EDUCATION

CUNY Hunter College   New York, NY
Bachelor of Arts in Computer Science   Graduated Aug 2023
Relevant Coursework: Software Analysis and Design (C++), Software Engineering, Data Structures and Algorithms, Web Development, iOS Development, Operating Systems, Database Management, Computer Architecture, Accounting

CodePath.org: Mobile Application Design Course
12-week intensive program on mobile application development
- Developed clones of popular applications such as Twitter and Instagram using Swift to replicate core functionalities and user interfaces. Utilized UIKit and Parse for front-end and back-end development, showcasing rapid learning and application of diverse technologies. This process deepened my understanding of API integration, mobile UI/UX design principles, and the application of new technologies in a project context.

EXPERIENCE

Two Sigma New York, NY
External Mentor Connect Mentee   Jul 2021 – Aug 2021
- Contributed to the open-source community by submitting a pull request to fix a bug and refactor code in the pip Python package manager.
- Presented the final project to engineers at the end of the program.
- Selected for the program through a highly competitive process, with an applicant-to-mentee ratio of 10:1.

PROJECTS

Real Time Multiplayer Drawing Game (Sketch)
- Technologies used: React, JavaScript, CSS, HTML, MongoDB, GitHub, Axios, Express, React Router, WebSockets
- Collaborated with teammates for our Capstone project to create a full-stack multiplayer online game where players draw and guess what others are drawing.
- Implemented real-time communication between clients for real-time collaborative drawing and messaging.

Booking Website for Batting Cage Business (Batting Blvd)
- Technologies used: Figma, React, JavaScript, CSS, HTML, Firebase, GitHub
- Developed a modern website to streamline customer bookings for a batting cage business.
- Implemented features such as real-time booking and user account management.

Unity 2D Platformer Game (Rooftop Run)
- Technologies used: C#, Unity
- Implemented physics-based character movement and collision detection, along with dynamic level transitions, for a seamless and engaging player experience.
- Utilized Singleton pattern for efficient global game state management across multiple scenes, enhancing the game's structural integrity and performance.

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, C#, JavaScript, SQL, Swift, HTML/CSS
- **Frameworks/Libraries:** React, UIKit
- **Tools:** Git, Figma, MySQL, MongoDB, PostgreSQL, Node.js, Axios, Express.js, React Router, WebSocket, Unity
- **Concepts:** Object-Oriented Programming, Database Management Software, Software Development Life Cycle