

Christopher Martinez

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EDUCATION

CUNY Hunter College

New York, NY

Bachelor of Arts in Computer Science

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, Financial Accounting, Economics

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 for a bug fix and refactoring code in PIP python package manager
- Presented the final project to Engineers at the end of the program
- Selected through a highly competitive process with a ratio of applicants to mentee positions being 10:1.

General Nutrition Center

New York, NY

Sales Associate

Oct 2019 – Mar 2020

- Counseled clients in selecting appropriate supplements aligning with their diet and exercise routines.
- Consistently exceeded daily sales targets through a compassionate, customer-centered approach.

PROJECTS

Sketch - Real Time Multiplayer Drawing Game

- Created a full-stack multiplayer online game where players draw and guess what others are drawing
- Implemented real-time communication using websockets (Socket.io) for real-time drawing and messaging
- Leveraged React, JavaScript, CSS, MongoDB, Git, Axios, and Express to build the game

Batting Blvd - Website for Batting Cage Business

- Developed a modern website to streamline customer bookings for a batting cage business.
- Included features like real-time booking and user account management
- Designed the interface using Figma and built the website using Javascript, CSS, React, React Router, and Firebase

Fitness Coach - iOS App

- Developed a Swift-based iOS app designed to guide beginners through workout routines while educating them about which exercises target which specific muscle groups
- Utilized Apple's UIKit framework to develop the user interface
- Walks users through timed workouts with exercises and rep ranges based on users' personalized goals

CodePath.org University: Mobile Application Design Course

- Attended a 12-week program for designing and scoping our own mobile applications
- Developed 'Flix', an app allowing users to browse movies currently playing in theaters.
- Created clones of popular apps such as Twitter (using Swift and Twitter developer APIs) and Instagram (using Parse for backend user data storage)

Technical Skills

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