

# Christian Bound

## Web developer

📍 Adachi, Tokyo   ✉ cpbound87@gmail.com   ☎ 08023903053   in Christian Bound  
🖱 crsbnd.netlify.app   🔄 cpbound   🚩 British English   🛂 Dependent Visa



Originally from the UK, I have been living and teaching English in Japan for over 10 years now. However, now I want to change careers and push myself towards learning something new and more creatively satisfying. I have always had a passion for creating music, film and video games and now I'm applying that creative drive to the digital space; building applications as a web developer.

### 🌐 Languages

- English - Native
- Japanese - Conversational

### 📁 Projects

#### Portfolio and Projects [🔗](#)

<https://crsbnd.netlify.app/>

My ongoing projects and learning outcomes can be found here [👉](#)

### 🧠 Skills / Tech Stack

Ruby (/Ruby on Rails /RSpec)

React (/Next.js /Vercel)

JavaScript (/ES6 /TypeScript /node.js)

HTML/CSS (/SASS /Bootstrap)

Tailwind

SQL (PostgreSQL)

Figma

MongoDB

MaterialUI

GIT/GitHub

### 🎓 Education

04/2022 - 06/2022

Tokyo, Japan

#### Web Development

Le Wagon

- Became proficient in front end and back end programming languages and frameworks alongside database management. (Ruby On Rails, JavaScript / ES6, StimulusJs, HTML/SASS, SQL, PostgreSQL,)
- Prototyping and wireframing on Figma/Sketch as well as use of 3rd-party services (Heroku, Cloudinary, Mapbox, Algolia, etc.)
- Examined data structures and foundations of web development, network structures and RESTful API design.
- Learned the fundamentals of writing reliable, TDD code. A project based course; pair programming and code review were paramount in ensuring innovation, reliability and within product teams.
- Using collaboration workflows (git/Github), user research and studying UI/UX methods, worked within small teams to pitch, develop and deliver polished web applications through a product focused mindset.

09/2006 - 06/2008

Southampton,  
United Kingdom

#### BA (Hons) 1st Class Film Studies

Solent University [🔗](#)

- Specialized in film textual analysis, cinematography and sound design, actively engaging in collaborative projects that required strong communication, adaptability, and teamwork. This encompassed analyzing fan responses to early 2000's Japanese horror remakes, where critical thinking and problem-solving skills were vital, as well as managing sound design and scripting for numerous student drama and horror films, demonstrating effective time management within a team setting.

## Interests



(I love films, video games and music. I make my own music in my spare time which you can find here on Soundcloud and Bandcamp. I try to keep the English student in me alive too by writing about my creative processes in web development and music creation whenever I can! You can find here that here too on Medium.)

**Bandcamp**  (<https://adulthood.bandcamp.com/>) | **Soundcloud**  ([https://soundcloud.com/adult\\_time](https://soundcloud.com/adult_time))

**Medium**  (<https://medium.com/@cpbound87>)

## Work History

01/2023 – present

Tokyo, Japan

### Freelance

#### Self Employed

Assisted on numerous projects, developing new key skills including

- Algolia search integration.
- Next.js front end development.
- Vercel site deployment.
- Strong communication and project management skills to ensure timely delivery of projects and effective client communication.

Overall, my experience as a freelance web developer has allowed me to work on a variety of projects and hone my skills in website design and development, while also providing me with the opportunity to build strong relationships with clients and deliver high-quality work.

05/2023 – present

Tokyo, Japan

### Testing / LQA

#### Mugen Creations

Localizing and testing Japanese mobile games before release in Western markets, developing:

- Strong attention to detail to identify issues, errors, bugs, and glitches during gameplay or localization process.
- Effective problem-solving skills to think critically and find solutions to challenges encountered during testing or localization.
- Proficient time management skills to meet deadlines, prioritize tasks, and manage multiple projects simultaneously.
- Adaptability to learn and work with new technologies, software, and procedures in a constantly evolving game development field.
- Understanding of different cultures, languages, and customs to ensure appropriate localization for different markets.
- Strong teamwork skills to collaborate with the development team, other testers, and localization specialists.
- Technical knowledge of game engines, programming languages, and software testing tools for testers or translation software and processes for localization specialists.