

Christian Bound

Web developer

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



Hailing from the UK with a background in teaching, writing and English. With a passion for creating music, film and video games, I now apply 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 /Vite)

JavaScript (/ES6 /TypeScript /node.js)

HTML/CSS (/SASS /Bootstrap)

Tailwind

SQL (PostgreSQL)

Figma

MongoDB

MaterialUI

GIT/GitHub

📁 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.
- Honed 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.
- Aiming for continuous improvement, have taken courses and online bootcamps to develop further key skills including certification in RSpec testing and Vite React tooling.

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.

04/2016 – 04/2022
Saitama, Japan

Lead English Teacher

Beans International Preschool 

- Worked within a bilingual team to design and implement a full curriculum for 2 - 10 year olds as lead teacher for both a full time pre-K student program and part time school-age after school program.
- Developed and implemented remote classes in response to COVID pandemic, successfully taking in-person lessons into the online space through Zoom, OBS and incorporating multi-camera setups and multimedia resources.
- Demonstrated a proactive approach to professional development, continuously seeking opportunities to learn and improve teaching methodologies.
- Interacted with parents and guardians regularly, providing excellent customer service by addressing inquiries and ensuring a positive partnership between the school and families.

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 writing, cinematography and sound design.
- Actively engaged in collaborative projects that required strong communication, adaptability, and teamwork.
- Authored dissertation on adaptation of Japanese horror cinema circa 2000's where critical thinking and problem-solving skills were vital in researching and analyzing critical and fan responses as well as textual analysis of cultural adaptation within the medium.
- Managed 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 that here too on Medium.)

Bandcamp  (<https://adulthood.bandcamp.com/>) | **Soundcloud**  (https://soundcloud.com/adult_time)

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