Christian Riewerts

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Education

University of Virginia, School of Engineering and Applied Science

Bachelor of Science in Computer Science *Anticipated May 2022*

Cumulative GPA: 3.94/4.0, Major GPA: 4.0/4.0 | Dean's List: Fall 2018, Spring 2019, Fall 2019

Skills and Coursework

- Languages: Java, Python, C, C++, x86, JavaScript, HTML, SQL, MATLAB
- Tools: GitHub, Django, Heroku, Travis CI, Google Civic Information API, Pygame, Bootstrap
- Coursework: Algorithms, Program and Data Representation, Theory of Computation, Advanced Software Development, Cybersecurity, Digital Logic Design, Discrete Mathematics

Experience

Innovative Video Technology, Integration Partner Manager *June 2020 – August 2020*

- Simultaneously communicated with over 20 security software companies through various methods
- Directed development of new drivers with several software companies to support our cameras
- Performed routine evaluation and drivers upgrades to new shipments of security cameras

Modell's Sporting Goods, Sales Associate *November 2016 – January 2020*

- Worked in a team-based environment and managed responsibilities to maintain healthy store operation
- Developed and used communication skills with an average of 80 customers each day to drive sales
- Effectively used company infrastructure and computer systems to deliver optimal customer experience

Projects

Civic Connect, Group Project – Requirements Engineer *September 2020 – December 2020*

- Developed a web app with Django in Python to contact representatives about social justice issues
- Elicited requirements from a group of over 25 potential stakeholders through several different means
- Translated requirements into actionable statements for the team to develop in a reasonable schedule
- Integrated Google login to save user information and enable user submitted social justice templates
- Integrated Google Civic Information API to efficiently search for up-to-date representatives by address

Brother Bros, Group Project – Co-Developer *November 2018 – December 2018*

- Developed a single-level platforming game in Python, largely through pair programming
- Implemented custom sprites and artwork using Pygame and Gamebox modules
- Successfully handled existence of hundreds of distinct objects and collision/interaction between them