

Christopher Umbach

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EXPERIENCE

Software Engineer, Contract - Apple, Cupertino (August 2016 - Present)

- Engineered numerous animated Apple product demonstration slideshows and the help documentation web application under tight deadlines in an Agile environment using Javascript, jQuery, LESS and Handlebars on an Ember framework
- Worked closely with the localization teams to ensure conformity among deliverables

FrontEnd Software Engineer - Watchwith, San Francisco (April - July 2016)

- Utilized Watchwith's temporal metadata platform to create unique interactive ads, promos and user engagements for top TV and online video networks using Javascript, jQuery, HTML and CSS on an Angular Framework

Extractions Chemist - Con-Test Analytical Laboratories, MA (Feb - Oct 2015)

- Extracted, concentrated, and tested chemical compounds from environmental soil and water samples using standard practice methods for analysis of potential contaminants

Trade Advisor - Ubifrance - French Trade Commission, NYC (2012-2014)

- Performed a wide range of consulting services for early and middle-stage French companies in the pharmaceutical, biotech and medtech industries

PROJECTS

Moodly (Rails, React) | Team Project: *Full-stack engineer*

[demo](#) | [live](#) | [github](#)

Web app for tracking emotional wellness

- First-place prize winning app for Microsoft's DevWeek Hackathon Challenge
- Worked as part of a 5-member team to build an emotional wellness app over 30 hours
- Employs Cortana's Text Analytics, Face, and Emotion Machine Learning APIs
- Implements facial recognition authentication - Users express an emotion as a password

FoodieFridge (Rails, React) | Individual Project: *Full-stack engineer*

[live](#) | [github](#)

Unique web app for finding recipes based on ingredients in your fridge

- Implements custom authentication using BCrypt to store password as secret hash
- Search feature updates results in real time by utilizing the public API from Yummly.com to retrieve recipes.
- Intuitive HTML5 drag-n-drop UI to create filters and additional search options

Bombberman.js (Javascript, HTML5 Canvas) | *Front-end engineer*

[live](#) | [github](#)

Based on the classic game for Nintendo

jQuery-Lite + Snake (Javascript) | *Front-end engineer*

[live](#) | [github](#)

A JS library+game that mimics jQuery's DOM manipulation, traversal, and selection abilities

TOP SKILLS

Javascript, jQuery, React, Angular, Ember, Ruby, Rails, HTML, CSS, SQL, Git, Canvas

EDUCATION

Software Engineering - App Academy, SF (Oct 2015 - Jan 2016)

- 12-week intensive Full-Stack web development course

BS in Biochemistry, Business Minor - Lehigh University, PA (2012)

- Graduated with Honors, 3.43 GPA