Christopher Variara

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Education

SUNY Polytechnic Institute - Utica, NY

May 2024

- Major: Bachelor of Science, Computer and Information Science
- Minor: Game Design & Development
- Relevant Coursework: Computing Fundamentals, Data Structures & Algorithms, Object-Oriented Programming, Computer Organization, Web Development & Internet Programming, Gamification Theory, Software Engineering

Experience

Freelance

August 2022 - Current

Frontend Software Engineer

 Engineered scalable, responsive, multi-platform and SEO friendly websites using HTML5, CSS3 (+BEM), JavaScript ES6+, and React (+hooks) best practices

Projects

Twitter Clone App | https://cv-twitter.vercel.app/

- Designed and developed a twitter clone using HTML5, CSS3 (+BEM), React (+hooks), and JavaScript best practices
- Stores posts called "tweets" in real time using Firebase
- Uses Material UI for icons and buttons

Personal E-Portfolio | https://christophervariara.vercel.app/

- Designed, developed and hosted my e-portfolio using semantic HTML5 and CSS3 (+BEM) best practices
- Included responsive and multi-platform support to enable the portfolio to be viewed on any platform and device

Library App | https://cv-library.vercel.app/

- Designed and developed a library app using HTML5, CSS3 (+BEM), React (+hooks), and JavaScript best practices
- Uses a mock book API that provides information on books and displays them throughout the website
- Included responsive and multi-platform support to enable the app to be viewed on any platform and device

Pokémon Clone Game | https://cv-pokemon.vercel.app/

- Designed and developed a Pokémon clone game using HTML5, CSS3, and JavaScript best practices
- Uses sprites and other assets from itch.io
- Implemented the GSAP library for the battle animations
- Implemented the howler library for the game audio

Technical Skills

Software: Git, VS Code, Eclipse, Notepad++, Tiled

Languages: HTML5, CSS3 (+BEM), JavaScript ES6+, C, C++, Java

Technology: React (+hooks), Firebase, jQuery