

CHRISTIAN G. VASQUEZ LEON

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EXPERIENCE

Target

Minneapolis, MN

Software Engineer

Oct 2021-Present

- Monitor the creation and deployment of email and push marketing campaigns that reach millions of Target guests as part of Target's full-stack Guest Messaging Platform team.
- Utilized React JS framework, Target's Praxis platform, and various JS libraries like MUI, Axios, and Jest to create and test new features for my team's marketing campaign management tool.
- Refined my skills in Kotlin, Kafka, MongoDB, and Spring Framework to manage several RESTful APIs and the way they interact with our frontend and big data applications.
- Launched my skills working with Target's Hyperion tool and technologies such as XML, Scala, Apache Spark, Hadoop, and Hive to create personalized marketing solutions for millions of Target guests.

Target

Remote

Technology Leadership Program

Sept 2020-Oct 2021

- Software Engineer in Target's Tech Leadership Program where I completed two 6-month rotations in a supply-chain backend team and a Merchandising frontend team.
- Gained familiarity with technologies like Kotlin, Kafka, DBeaver, Ktor, and Spring Boot framework to quickly create and manage the deployment of RESTful APIs
- Spearheaded the development of new features in a proof-of-concept workflow tool using technologies like Typescript, React, GraphQL, PostGraphile, and Target's Praxis Javascript Platform.

Activision

Santa Monica, CA

Front-End Web Developer Intern

Summer 2019

- Worked closely with UX/UI designers, developers and project managers in the creation of Activision's Greatest Places to Work 2020 website using technologies like HTML5, CSS, and Javascript.
- Gained familiarity with Adobe Experience Manager through the process of designing components for various websites which included Call of Duty Endowment, Crash Team Racing, and Sledgehammer Studios.
- Attained higher troubleshooting techniques to solve a myriad of bugs and operational issues using web application tools.

EDUCATION

University of California, Berkeley

Berkeley, CA

Bachelor of Arts in Data Science

May 2020

- **Honors & Awards:** Regents & Chancellor Scholar, All Ways Up Scholarship Fellow
- **Relevant Coursework:** Data Structures, Linear Algebra & Differential Equations, Discrete Mathematics & Probability Theory, Artificial Intelligence, Machine Learning, Foundations in Data Science

SKILLS & LANGUAGES

Software Skills: Java, Kotlin, JS, React, Typescript, Scala, Spring Framework, Ktor, Kafka, MongoDB, DBeaver, GraphQL, SQL, XML, Apache Spark, Hadoop, Hive, Python, Jupyter Notebooks, Target Praxis, Jest, Axios, MUI

Languages: Conversational Proficiency in Spanish

Interests: UI development, full-stack technologies, IOS/Android technologies, animation, VR development, video game development