CHRIS ESQUERRA

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A software and game developer with a background centered on over a decade of multidisciplinary collaboration in the military healthcare industry, applying my talents to the world of software.

TECHNICAL SKILLS

Proficient with: HTML/CSS - JavaScript - jQuery – Spring Boot – MySQL – Git – Agile - Jira
Intermediate skills: React – Typescript – Redux – MSSQL Server – C# - .Net – Node JS – TDD

PREVIOUS EXPERIENCE

Social Solutions – Associate Level Software Engineer
Austin, TX   12/2018 – 07/2019
* Constructed software as a service programs for Non-Profit Organizations in education sector
* Utilized .Net (C#, Entity Framework, MSSQL Server) to build back end applications
* Developed UI/UX Elements using Javascript, React, Typescript, and Redux
* Built microservice architecture integrating multiple existing API into new program functionality
* Reviewed existing tests in Jest and Chai, as well as research additional technologies for testing suite

United States Air Force – Assistant Director of Family Maltreatment Services
San Antonio, TX   03/2013 – 05/2016
* Managed family violence intervention services to over 60k beneficiaries in/around San Antonio
* Established training program with SAPD, DFPS, and USAF leading to 30% reduction in case response time
* Coordinated departmental scheduling of over 40 recurring events with 22k attendance annually
* Supervised 35 clinical and administrative staff members at 3 geographic locations

United States Air Force – Mental Health Education & Outreach Specialist
Republic of Korea   02/2012 – 03/2013
* Authored and distributed educational content to over 28k via theater presentations and radio broadcasts
* Orchestrated deployment and execution of suicide prevention education for 5k high risk personnel

DEVELOPMENT PROJECTS

Simple Pong   07/2019
Remake of classic Pong game with sounds and animations, as well as a simple AI with difficulty settings that responds to player behavior. Currently being redeveloped for Windows 10.

Blasteroids   06/2019
Asteroids like game for macOS with my own animations, sound, and keyboard control support built using GameMaker Language. Currently pending approval for Mac App store and downloadable from my site.

Closetry Corner   11/2018
A full stack Java app developed with Spring Boot featuring tools for users to upload and sort garments by various categories as well as plan and save outfits with recommendations based on weather near user.

Adlister Fever   10/2018
Full stack advertisement posting and sorting web app with geolocation and messaging features. Utilizes Java EE and MySQL to allow users to post, search, and sort through a relational database.

Math Practice   09/2018
Interactive game designed for preschoolers to practice their basic addition and subtraction skills with animations. Currently being redeveloped for release on Android.

EDUCATION

Codeup - FullStack Web Development **/** San Antonio, TX   07/2018 – 11/2018
Strayer University - BS Information Technology **/** San Antonio, TX 10/2016 – 07/2020