# Christopher D'Entremont

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# **Technical Skills & Languages**

- Excellent with Microsoft Office (Excel, World, PowerPoint)
- Excellent with Google Suite (Drive, Sheets, Slides, Docs, etc.)
- Experience in project management & implementation
- Experience in data analysis & forecasting
- Experience in customer service & troubleshooting

- Java, Javascript, jUnit, React, HTML
- CSS, Python, C, C#, mySQL
- Flask, Numpy, Pandas, Matplotlib
- Software: Eclipse, PyCharm, Unity Engine
- Git, GitHub, RESTful APIs, Heroku

# **Professional Experience**

### Follett Corporation, Boston MA

Sales Manager

Sept. 2020 - Present

- o Maintain all opening and closing operations of store (handling money, finalizing deposit safe, sales receipts, etc.)
- o Provide exceptional customer service to all patron inquiries & troubleshooting all potential sales problems.

Sales Associate Aug. 2019 – Sept. 2020

- o Assisted all customers with sales inquiries and provided resolutions for all product questions.
- o Maintained all incoming inventory and managed store merchandising for efficient sales & customer browsing.

#### Malden Board of Health, Malden MA

Housing Data Specialist

June - Sept. 2018

- o Organized physical paperwork and files and transferred data digitally into residential housing database.
- o Analyzed housing data to generate monthly and yearly reports for debriefing and forecasting.

## **Programming Projects**

#### Plastic Pollution Predictor - Python

November 2021

- A machine learning model that predicts a theoretical country's contribution to global plastic waste pollution
- Utilized Python libraries (Numpy, Pandas, Matplotlib) to create multiple linear regressions for analysis
- Deployed web application with Heroku for machine learning models using Flask library

#### Online Trivia Game - Java

October 2020

- An online game in which players can connect & compete in answering random trivia questions
- Designed with Java's JavaFX libraries for UI elements (Utilizing Eclipse)

#### Space Shooter Game - C#

March 2020

- A space shooter game inspired by existing games such as Space Invaders
- Developed in the Unity engine using the C# language for game scripting
- C# scripting involves game object functionality, object relationships, & overall game structure

### **Education**

### Wentworth Institute of Technology, Boston MA

Bachelor of Science - Computer Science

**Expected August 2023** 

- Minor: Business Management
- GPA: 3.39 / 4.00
- Dean's List 2020 & 2021