Christopher Pane

Software Developer



○ ChrisPaneCS@gmail.com





\$\int 908-216-1867 \tagentarrow \text{chrispane.dev}\$



🚺 github.com/hahdookin

Experience

Computer Science Tutor

New Jersey Institute of Technology

May 2021 - Present // Newark, NJ

- > Tutoring undergraduate students weekly in computer science topics, statistics, calculus, and mathematical applications in programming
- > Provide students the capacity to understand fundamental concepts through thorough, step-by-step explanations and examples

Front-End Developer

Old School Glory Co

Mar 2020 - May 2021 // Manalapan, NJ

- ▶ Write performant front-end code using HTML, CSS/Sass, & JavaScript
- Design website UI using design tools such as Figma and implement to Wordpress

Server

Trattoria Ravello LLC

Sep 2017 - Apr 2020 // Englishtown, NJ

- ▶ Maintained high standards of customer service during high-volume, fastpaced operations
- ▶ Cross-trained and coordinated scheduling with team members to ensure seamless service.

Education

New Jersey Institute of Technology

Bachelor of Science in Computer Science

2020 - 2022

Brookdale Community College

Associate of Science in Business Administration

2017 - 2020

Related Coursework

Programming Language Concepts, Data Structures & Algorithms, Database Management Systems, Software Design and Development, Machine Learning, Discrete Mathematics, Internet Applications

Skills

Programming Languages

JavaScript (ES6), TypeScript, Python, Java, HTML, CSS/Sass, C++, C, C#, PHP

Libraries & Frameworks

Vue, React, Node.js, Numpy, Bootstrap

Tools & Platforms

Git, Github, Figma, Wordpress, Docker, Webpack, Blender, Unity, Godot, Linux, Shopify

Abilities

Problem solving, decision making, design patterns, analysis

Projects

gamesense.vim

Vim text editor plugin utilizing modal text edititing for hardware/software interaction with SteelSeries GameSense products

JESS Scripting Language

Recursive descent parser for a dynamically typed scripting language and feature-rich REPL in the browser written in **JavaScript**