

Christopher Pane

Software Developer



✉ ChrisPaneCS@gmail.com

☎ 908-216-1867

🏠 chrispane.dev

🐙 github.com/hahdookin

Experience

Computer Science Tutor

New Jersey Institute of Technology

May 2021 – Sep 2022 // Newark, NJ

- ▶ Tutored undergraduate students weekly in computer science topics, statistics, calculus, and mathematical applications in programming
- ▶ Provided 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

- ▶ Wrote performant front-end code using HTML, CSS/Sass, & JavaScript
- ▶ Designed 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, fast-paced 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

Sep 2020 – Present // GPA: 3.7

Brookdale Community College

Associate of Science in Business Administration

Sep 2017 – May 2020 // GPA: 4.0

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, SQL

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 editing for hardware/software interaction with SteelSeries GameSense products

Portfolio Website

Personal website showcasing past work developed with Vue3, TypeScript, and SCSS hosted on an Nginx server