

Harris Christiansen

Harris@HarrisChristiansen.com
801-739-6561
West Lafayette, IN

Education

Purdue University
August 2014 - May 2018
BS Honors Computer Science
GPA: 3.91

Waterford School
Salt Lake City, UT
High School Diploma

Skills

Software Engineering
Web Applications
Game Development (Unity Engine)
Autodesk Maya
Autodesk Inventor
3D Printing
Adobe Photoshop
Adobe Illustrator
Github

Programming Languages

PHP, Mysql
HTML5, CSS3, JavaScript, Node.js,
jQuery, Ajax
Python, OpenCV
C#
Java
C, C++

Online

HarrisChristiansen.com
github.com/HarrisChristiansen
linkedin.com/in/HarrisChristiansen
devpost.com/HarrisChristiansen
stackoverflow.com/users/3884972

Hackathons

HackMizzou - Quad Control - 2nd Place and Best Hardware Hack Award
BoilerMake - PreView - 6th Place and Best Use of Vuforia Award
HackSC - iFollow - Best Hack Award
HackRPI - Virtual Builder - Runner Up Video Game Award
PennApps - Remember Me - Top 30
HackIllinois - Cloud Scout - Second Place
(Full list at HarrisChristiansen.com/hackathons)

Apple Inc. Cupertino, CA - Summer 2015

Technical HR Intern

- Developed web-application for tracking and reporting on Intern Hiring Data

iDrone Systems. Salt Lake City, UT - Summer 2014-Spring 2015

UAS Engineer

- Designed and manufactured custom drones + software
- Developed programmable flight controller for drones, opening the door to the possibility of a drone app-store

Verbatim Solutions. Salt Lake City, UT - Summer 2014-Spring 2015

Web Developer

- Enhanced Website: www.VerbatimSolutions.com
 - Developed Quote and Checkout system, doubling reception, decreasing quote time, and automating word count + pricing
- AGA Systems, Inc.** Kaysville, UT - Summer 2013-Present
- Lead Web Application Developer*
- Developed web application for company management and customer interactions, decreasing paperwork and increasing efficiency
 - Trained customers on portal operations

Palmer-Christiansen Company, Inc. Salt Lake City, UT - Summer 2012

Project Engineer

- Developed Website: www.palmerchris.com
- Processed, traced and filed project communications
- Updated contract drawings and specifications

The Waterford Institute. Sale Lake City, UT - Summer 2011

Summer Intern - Education Video Game Developer

- Used HTML5 Canvas to create educational video games for use in elementary classroom settings
- Developed a chat room server using node.js to add multiplayer functionality

Other Experience

Ignite. - Spring 2015

Director of Ignite

CS Mentorship Program at Purdue University, www.ignitethefla.me

Planet Maelstrom. - Spring 2014

3D MMORPG Engine, www.PlanetMaelstrom.com

Waterford Robotics. Salt Lake City, UT - 2010-2014

Team Captain, Lead Electrical, Lead Programming

- Managed team of 30 students
- Placed first in qualifiers and won FIRST Regional Competition in Las Vegas, NV. Also received the Quality Award by Motorola in 2013
- Won the FIRST Regional Competition in Salt Lake City, UT and Las Vegas, NV in 2012.