Earhart Hall Room 334a   Website: HarrisChristiansen.com
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West Lafayette, Indiana 47906   E-mail: Harris@HarrisChristiansen.com

Harris W. Christiansen

Education

Purdue University, West Lafayette, Indiana
Bachelor Of Science: Computer Science - Class of 2018

The Waterford School, Salt Lake City, Utah
High School Diploma – Class of 2014

Technical Experience

Web Application Development: HTML5, CSS3, JavaScript, jQuery, Ajax, PHP
Game Development: Unity Engine, C#
Application Development: Java, C++
CAD: Autodesk Maya, Autodesk Inventor, 3D Printing
Graphic Design: Adobe Photoshop, Adobe Illustrator
Video Editing: Apple Finalcut

Projects

Planet Maelstrom, 3D MMORPG Engine, www.PlanetMaelstrom.com**,** Summer 2014
Web Application Platform Project, www.ForumzBB.com**,** 2012-2014

Professional Experience

iDrone Systems. Salt Lake City, UT - Summer 2014-Present
UAS Engineer
- Designed and manufactured custom drones
- Developed autonomous flight system for drones

Verbatim Solutions. Salt Lake City, UT – Summer 2014-Present
Web Developer
- Enhanced Website: www.VerbatimSolutions.com
- Developed express checkout with automatic word count for over 15 file types

AGA Systems, Inc. Kaysville, UT – Summer 2013-Present
Lead Web Application Developer
- Developed web application for company management and customer interactions
- Trained customers on portal operations

Waterford Robotics. Salt Lake City, UT – 2010-2014
Team Captain, Lead Electrical, Lead Programming
- Managed team of 25 Students
- Placed first in qualifiers and won the 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.

Palmer-Christiansen Company, Inc. Salt Lake City, UT – Summer 2012
Project Engineer
- Developed company website: www.palmerchris.com
- Processed, traced and filed RFIs and ASIs
- Updated contract drawings and specifications

The Waterford Institute, Salt Lake City, UT – Summer 2011
Summer Intern - Educational Video Game Developer
- Used HTML5 Canvas to create educational games intended for use in elementary classroom settings
- Developed a chat room server using node.js to add multiplayer functionality