

Christian Madrid

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Education

University of North Carolina at Pembroke – BS in Computer Science
Sandhills Community College – AS in Science

Expected Graduation: May 2026
August 2021 - May 2023

Skills

Programming Languages: Java | C++ | HTML | CSS | Javascript | C-Sharp | SQL

Technologies: Angular 13 | GIT | Bootstrap | MySQL | AWS | .NET 8 | Figma

Technical Skills: REST API | MvC Architecture | Unit Testing | Authentication | Dependency Injection | Two-way Binding | User Authorization | File Manipulation | Object Oriented Programming | UI-UX Design

Experience

.NET Developer Intern, Blue Cross and Blue Shield of North Carolina – Durham, NC May 2025 – July 2025

- Interned on a 14-member team rebuilding a C-sharp App into a Responsive and Scalable Angular Web-App
- Accepted DAT files from the MySQL database that contained over 4.3 million members personal information
- Utilized Figma for creating three seamless Front end Designs from scratch
- Integrated xUnit to allow for unit testing of the Angular components and Swagger for testing .Net APIs
- Improved performance and usability: Angular app ran 10–15% faster than the original C console application.

Projects

Anime Api

github.com/madridcm010/AnimeApi

- Early project demonstrating my skills in the MvC architecture; using models, controllers, dtos, and repositories.
- Used swagger to test the Api once it was built for accuracy and speed
- MySQL base using SQL Server Management Studio to get a visual of the database
- Wrote code in C-Sharp using Entity Framework Core to do CRUD operations of the data

Astra-Game

github.com/madridcm010/Astra

- Game that was built on a team of 2 using GD-Script and Godot 4.3
- This game features procedural generation and AI to keep the levels interested
- Built for fun this game taught me a lot about object oriented programming and the use of state machines
- Learned how to code animations into games and how to dynamically allocate stats to an enemy upon spawning

Blog-App

github.com/madridcm010/Blog-App

- Angular project using .NET 8 as the back-end to create a Personal Blog
- MySQL Database to hold the data for the posts and comments that users create on the pages
- Two-way Binding from angular framework to dynamically update the SPA without reloading page
- Enhancing User Authorization for a login system to find comments created by other users

3D Renderer

github.com/madridcm010/3D Renderer

- 3D renderer created in C++ using OpenGL library
- Simple project that I used to learn more about calculus III
- Using vectors and dot products to find the points along the cube that is rendered
- The user can adjust the size of the object using the window provided by OpenGL