CHRISTOPHER DENNISTON

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EDUCATION Bachelor Of Science, Computer Science

University of Missouri Kansas City, Kansas City, Missouri

GPA: 3.668/4.0

Expected Date of Graduation: December, 2016

EXPERIENCE Payit, Inc

Software Engineering Intern September 2015 - Current

Developed and maintained microservice backend components to support frontend components using a variety of technologies including Java, Clojure, MongoDB, Kubernetes, REST, Jersey, and more.

Clinical Psychology Practice, LLC

Computer Systems Manager May 2014 - September 2015

Managed and supervised other IT staff, Maintained computer systems, Built custom software solutions, Built custom websites, Designed Fliers and Workbooks

HONORS University of Misso

University of Missouri - Kansas City Chancellor's Scholarship School of Computing and Engineering First Robotics Scholarship University of Missouri - Kansas City Achievement Award

Ankit Agarwal Computer Science Scholarship

ACTIVITIES

University of Missouri - Kansas City, Robotics, Software Engineering Team Member, 2013-2015, 2016-Current

University of Missouri - Kansas City, Robotics, Software Engineering Team Lead, 2015-2016

University of Missouri - Kansas City, SAE Baja, Electrical Team Member, 2016-Current University of Missouri - Kansas City, American Computing Machinery, Vice Chair, 2014-Current

Upsilon Pi Epsilon, Member and Tutor, 2015-2015 Upsilon Pi Epsilon, Treasurer, 2016-Current

EVENTS

LaunchCode - Kansas City, Mo

Reviewed projects created by LaunchCode graduates and provided feedback to projects, as well as helping them improve their projects and portfolios.

Global Hack 4 - St Louis, Mo

Designed and implemented Rest Service in Haskell to facilitate rapid development of image tagging app.

Hack Midwest

Designed and implemented Rest Service in Python/Flask to provide back end for FitBark and FitBit combination app.

University of Missouri - Kansas City Ultimate Xs and Os AI Challenge 2016

Designed contest and rule set, and lead a small team to develop a REST backed in Haskell to facilitate games.