Christopher Saunders

🌐 www.onedertech.com   ⬛ www.github.com/oneder

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Summary

Developer for three years with experience in full-stack software development and game development. Dedicated and creative team player with leadership experience focused on maximizing the user experience through various technological mediums.

Qualifications

- *Well-versed in*: Java, HTML5, CSS3, JavaScript, XML, ActionScript 3.0, Adobe Creative Suite, and Microsoft Office

- *Minimal Experience with*: C++, Meteor, MongoDB, Git, and the Agile methodology

- *Additional skills*: Object oriented design, able to quickly learn new technologies, and excels in team-based and individual work environments

Experience

Apprentice, Independent Software's A100 Program   Winter 2016 Cohort

- Built a software application in Meteor's full-stack JavaScript platform with an Agile team, completing and deploying a working software application for a local startup venture, *Vidzaar*
- Built a second Meteor application independently which utilizes the Web Audio API and JavaScript to simplify the collaborative music making process allowing users to connect with each other online and interact with a shared Sound Board to create live, original music.
- Development work (spanning the software development lifecycle) was supplemented by targeted training in Agile process, full-stack programming, UI/UX, technical communication and DevOps.

Education

University of Connecticut, Mansfield, Connecticut   2015-2017

Bachelor of Science in Computer Science (In progress)

- Expected Graduation: Spring 2017

Manchester Community College, Manchester, Connecticut   2013-2015

Associate of Science in Computer Game Design

- GPA 3.85 – Dean's List