CHRISTIAN PAUL SEGUIZA
Junior Developer

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PROFESSIONAL EXPERIENCE

Toronto Pearson International Airport, Booster Juice   **Toronto, Canada**

Store Team Member   **February 2019 - December 2022**
- Engaged in communication with over 300 customers a day to provide utmost service.
- Collaborated with 5 team members to achieve daily goals and improve customer satisfaction.
- Served and facilitated as a cashier who handles over 100 cash registers and card transactions.

Invested and Own Realty Corporation   **Manila, Philippines**

Sales Promoter   **November 2017 – January 2018**
- Communicated the features and benefits of the product to over 50 people per day through online media, leading to an increase in sales and customer engagement.
- Functioned as the liaison between 3 to 7 customers a day and the sales manager.
- Created and prepared over 10 presentations a day to attract possible buyers through advertisement of product in social media channels.

PROJECTS

Newsfeed-CPS   https://newsfeed-cps.herokuapp.com/
- Launched Newsfeed-CPS as a web application that allows users to browse and search through a collection of news articles from 80,000 worldwide sources.
- Designed and executed the front-end interface using HTML, CSS, and JavaScript, with server-side rendering using Embedded JavaScript System or EJS.
- Instigated Bootstrap to create a responsive design that adapts to different screen sizes and devices. Integrated 2 APIs from News API and NASA API generate the data shown on the website.
- Implemented features to improve the user experience, such as a search function and the categorization of articles by 7 groups and 7 unique topics and have received positive feedback from over 100 users.

Space Project   https://space-project31.herokuapp.com/
- Founded a full MERN-stack web application that allows authenticated users to view and share experiences about space and astronomy. The front-end and back-end interface was designed and implemented using HTML, CSS, JavaScript, React, Node.js, and Express.
- Integrated a MongoDB database to store and manage the data, including links to over 1000 images, and applied CRUD (create, read, update, delete) operations to allow users to create, view, edit, and delete articles.
- Incorporated API to generate over 1000 images that users can view, but also uses a cloud service such as Cloudinary to store images posted by the users.

Interactive 2d Games
- Initiated the development and implementation of 4 interactive 2d web games using vanilla JavaScript. Featuring analysis of different algorithms and data structures to recreate distinct attributes of classic games.
- Spearheaded and led the initiative to gather and analyze developer reviews and recommendations from 3 engineers to create the desired product outcome and objectives.
- Launched 4 interactive 2d web games using a cloud application to build and run the websites with TLS certificates.

Personal Web Portfolio   https://www.christianpaul.dev/
- Showcased web development projects and skills, by developing a React application made using HTML, CSS, JavaScript, Bootstrap and SCSS. Designed with a clean and easy navigation for better UI/UX.
- Managed and cooperated the modernization of online portfolio by assessing developer critiqued.

Skills

Front-End Technologies: HTML5, CSS3, JavaScript, Bootstrap, React, SCSS, SASS

Back-End Technologies: Node.js, Express.js, MongoDB, EJS, NoSQL

Developer Tools: Git, Github, API, VS Code, NPM

EDUCATION

YORK UNIVERSITY   **Toronto, Canada**

Honors Bachelor of Science in Computer Science   **January 2020 – October 2024**