Christian Reynolds

Software Developer

Objective

https://www.creynolds.dev/ (321) 355-3907

thechristianreynolds@gmail.com

Seeking an entry level developer position where I can work with various technologies and collaborate with a team of experienced engineers to deliver innovative solutions.

Projects

Travlr

MongoDB, Express, Angular, Node.js
A website for a travel booking business
https://github.com/thechristianreynolds/Travlr

Inventory App

Java, SQL

An Android mobile application for creating and maintaining a database https://github.com/thechristianreynolds/Inventory-App

Seti-Black

JSON

A high contrast Visual Studio Code theme downloaded more than 18 thousand times https://marketplace.visualstudio.com/items?itemName=bobsparadox.seti-black

Swooft

JavaScript, HTML, CSS, PHP, Bootstrap
A website for a dog walking business
https://github.com/thechristianreynolds/Swooft

School Bookstore

PostgreSQL, Knex, Express, Node.js
A school bookstore ecommerce website
https://github.com/thechristianreynolds/bookstore

Education

B.S. Computer Science (March 10, 2023)

Southern New Hampshire University

GPA: 3.74

Work Experience

Office Clerk (Brookshire Brothers June 2020 – October 2021)

- Complete weekly accounting reports
- Assist customers with product returns, complaints, and product location
- Provide customer support for money transfers, money orders, and check cashing
- Open/close store front end, unlock safe, fill cashier tills, balance/lock safe for closing

Skills

- Languages: JavaScript, Python, Java, C++
- Web Dev: Frontend HTML, CSS, jQuery, Angular, Backend - Node.js, ExpressJS, PHP, Spring Boot
- Operating Systems: Ubuntu Linux, MacOS, Windows
- DevOps: AWS, Heroku, Vercel
- Databases: PostgreSQL, MySQL, MongoDB, DynamoDB
- Tools: git, npm, Visual Studio, VSCode, IntelliJ, Android Studio

Courses

Data Structures and Algorithms, Full Stack Development, System Analysis and Design, Software Security, Mobile Architecture & Programming, Current/Emerging Trends in CS, Computer Organization & Architecture, Structure of Programming Languages, Intro to Object Oriented Design, Intro to Networking, Computational Graphics and Visualization, Software Development Lifecycle