Bobby Christopher
Full Stack Software Engineer

Winooski, Vermont US
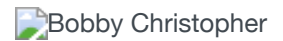
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SKILLS

Web Development
master

react | html | css | javascript

Backend Development
advanced

python | flask | express.js | graphql | typescript

Amazon Web Services
intermediate

aurora | s3 | cloud watch | lamdba

Google Cloud
intermediate

google analytics | google cloud run | firebase products

DevOps
intermediate

github actions | jira api | gitlab | serverless | ansible | automated testing

Project Management
beginner

jira | confluence | lucidchart | gsuit | microsoft office suite

WORK EXPERIENCE

Software Engineer at IXIS Digital **January 2021- Current**

https://www.ixisdigital.com/

- Designed a widget based framework to ensure reusability between client dashboards.
- Created a client theming system to 'white label' our product to suit the large corporations style.
- Built complex data visualizations for executives to glean quick information.
- Reimagined the React application architecture with speed and reusability in mind.
- Implemented a tour library that helped drive user interactions with a comments system.
- Mediate meetings between product owners and developers to solidify features in development.
- Created EPIC documents that influenced product direction,
- Presented newly created features to a company wide audience,
- Wrote SQL to aggregate data for displaying in the frontend application
- Setup up data access objects with GraphQL and SQLAlchemy for the backend API.

Part-time Software Engineer at Ambii Inc. **May 2020- October 2020**

https://ambii.io/

- Architected a web scrape that successfully collected over 300,000 small business emails which lead to a significant increase in the products concurrent users.
- Worked with AWS, Express.js, and React to create an in store messaging feature that allowed users to create and schedule custom advertisements for their customers.

Software Developer at Harris Computer **September 2019- January 2021**

https://harriscomputer.com/

- Created internal web applications with React, Flask, Node.js, Firebase, and RabbitMQ to empower the business team with information and action.
- Designed and created over 100 automated tests with TestComplete/Selenium.
- Used Ansible to streamline the deployment and conversion of core products.
- Styled and planned the UX and UI for internal web applications with Figma.
- Acted as a Jira Administrator.

- Create automated nightly process to detect new COBOL errors.

- Implemented code review process with GitLab

- Wrote Jira/Gitlab with Express.js webhooks to automated developer workflows.

- Created detailed documentation of new processes with Luicidchart and Confluence.

- Integrated nightly automated testing with Gitlab CI / CD pipeline.

- Integrated our testing API with our cloud orchestration software DockerOnDemand.

Research and Development Intern at Harris Computer **April 2019- September 2019**
https://harriscomputer.com/

- Write and maintain automated tests with Test Complete, Selenium, and Python to shorten the development timeline.

- Frequently fixed bugs related to CSS, HTML, and Javascript.

- Coded Java objects using ODBC to access both SQL Server and Oracle DB.

- Leverage Docker to test new features before deployment.

- Modernized old systems built using COBOL.

Integrated Game Hacker Intern at Hasbro **June 2018- August 2018**
https://shop.hasbro.com/en-us

- Managed a diverse group of interns from different disciplines to create a product presented to the senior management.

- Developed product prototypes with Unity, Arduino, C#, and C++ to prove the technical challenges are achievable.

- Created product prototypes unitiling AR/VR with Vuforia.

- Build a proof of concept app using trackerless, GPS based augmented reality.

- Create a Unity framework that allows artists to create complex LED animations for Arduinos.

Research Assistant at Landmark College Institute **January 2017- December 2018**
https://www.landmark.edu/research-training

- Designed a production application using Python and OpenSesame used in research as part of a National Science Foundation grant.

- Coded qualitative data using NVivo to better understand how the format of online class discussions affect learning.

- Used Python to capture data from multiple embedded devices, eye tracking, FNIRS, and EEG devices.

- Created visualization data for EEG and eye tracking machine data.

- Created assignments and example code in Java to facilitate learning with Android Studio.

PROJECTS

fire-words March 2022- Current
https://fire-words-e41fa.web.app/

debate-map January 2022- Current
https://media-mapper.web.app/

message-frame November 2020- December 2020
https://message-frame.web.app/

titos-tank September 2019- September 2019

EDUCATION

Bachelor Computer Science at Landmark College
2016 - 2018

Sport

Skills acquired: soccer | rock climbing | snowboarding

Nerd Stuff

Skills acquired: microcontrollers | marvel | rouge likes | 3d printer