Christopher Baker

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Professional Summary

Dynamic Computer Science and Engineering graduate with expertise in software development, hardware integration, and project management. Skilled in problem-solving and leading collaborative teams. Seeking opportunities in software development, engineering, or game design to apply technical proficiency and creativity in impactful projects.

EDUCATION

University of California Los Angeles, Westwood 2019 – 2023 B.S., Computer Science and Engineering

TECHNICAL SKILLS

Programming: Python, C++, C#, Java, HTML, CSS, JavaScript, Lua, MatLab, LISP, OCAML, Bash
Development Tools: Visual Basic, Git, GitHub, Unity, Roblox Studio, SQL, Linux, Windows OS, MAC OS
Hardware and Processes: VHDL, Verilog, Basys, Grove/Arduino, TI Robotics RSLK

WORK EXPERIENCE

Software Developer & Coding Sensei | Code Ninjas, Fullerton | 2024 - Current
- Developed and maintained interactive coding projects and curriculum materials for Code Ninjas' STEM education programs.
- Facilitated coding workshops fostering a supportive learning environment for future software developers.

Video Game Designer & Class Instructor | Code Ninjas, Fullerton | 2024 - Current
- Designed and implemented immersive video game projects for Code Ninjas' game development curriculum.
- Led game design workshops, guiding students through the development process and cultivating future game developers.

Shift Supervisor & Bartender | Melody Bar and Grill, Inglewood | 2019 – 2024
- Managed daily FOH operations including employee training, safety, labor, conflict resolution, and ticketing systems..
- Resolved networking issues & P.O.S. systems through collaboration with Heartland Restaurant Group Technicians.

Machine Learning Intern | Cookies/Lemonnade, UCLA | 2021 - 2022
- Developed and implemented machine learning algorithms to analyze large datasets.
- Utilized Python and machine learning libraries to build predictive models.
- Compiled and delivered project results to the Cookies Senior VP of Marketing and other stakeholders.

Technical Support Specialist | UCLA Computer Store, Westwood | 2019 – 2021
- Provided effective hardware and software support to students, faculty, and clients.
- Diagnosed and resolved technical issues on MAC and Windows devices and reduced client response times by 10%..

Independent Researcher | CLIMB UP University at Buffalo, New York | 2018 – 2019
- Developed a portable mobile augmented reality game for patient rehabilitation.
- Utilized Unity and Android SDK to create an Augmented Reality Soccer Game.
- Presented research findings through reports and posters, earning recognition at conferences.

Featured Projects | 2016 - Current Projects
- **Current**: Data Structures Visualization Program | GitHub Website Portfolio | RPG Choose Your Own Adventure
- **Video Games**: Developed games via Gamemaker, C#, Unity, Android SDK, .NET framework, HTML, CSS, & JavaScript.
- **Networks:** Proxy Herd Servers, HTTP Requests, Socket and TCP Programming.
- **Hardware:** Developed a multitude of FPGA projects with servos, motors, sensors, joysticks, and other components.
- **Security:** Implemented RSA encryption, participated in Capture The Flag, and assembly reverse engineering programs..
- **Websites:** Created personal and business websites using markdown, XML, HTML5, CSS, and JavaScript.
- **ML/AI:** Developed neural networks, classifiers, and predictive models (Gaussian, KNN, SGD, Logistic, Decision Trees)