

Christopher Smith

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Programmer seeking software development position with 2 years of experience spanning Java, C#, Python, and SQL as well as resolving hardware/software issues and logical problems.

Skills

Coding Languages: C#, C++, CSS, HTML5, Java, JavaScript, Python, Perl, and SQL

Design: UI design, Web Design, Storyboarding, Graphic Design, Logo Design

Business: Agile & Waterfall Development, Leadership, Time Management

Tech: IT Support, Troubleshooting, CPU Assembly & Repair, CPU Architecture

Experience

Software Engineer – Qualitest Group, *August 2018 – Present*

Developed automated and manual tests for Disney, Booz Allen Hamilton, and PVH corp.

Returning Instructor – iD Tech Camps, *June 2017 – August 2017, June 2018 – August 2018*

Taught students AI, Cybersecurity, and Elements of Game Design.

Programmer / Analyst – SUNY Oneonta Math Department, *January 2018 – June 2018*

Translated math questions from text into code, formatted digital files with LaTeX.

Teaching Assistant – SUNY Oneonta Computer Science Department, *January 2017 – June 2017*

Managed office hours, provided support for students, and assisted professors in class.

Projects

Published and maintaining personal website, smithchrisgraphics.com; *January 2018 – Present*

Modernizing and creating webpages using HTML5, CSS, and JavaScript to display projects

Developed board game as an independent study; *January 2017 – October 2019*

Crafted mechanics based on established rules and developed prototype boxed set

Orchestrated VR Open Houses featuring HTC Vive; *March 2017 – March 2018*

Managed users and hardware/software for gaming lounge, developed promotional material

Education

CompTIA IT Fundamentals+ Certified

Upsilon Pi Epsilon – Computer Science Honor society

Bachelor of Computer Science, Minor in Mathematics – May 2018

State University of New York, College at Oneonta, NY

Double Major: Digital Art