Christopher Petrone

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EXPERIENCE

Poplar Grove Winery   **Summer 2023**
Wine Tasting Associate, WSET II   *Penticton, BC*
- Sharing my passion and knowledge for wine with groups of up to 10 customers
- Multitasking in a high-pressure and fast-paced customer-facing environment

Smart Nora Inc.   **Jan 2021 – May 2021**
Software & Data Engineer Co-Op   *Toronto, ON (remote)*
- Data collection & analysis using in-house iOS app for product validation
- Exploratory data analysis on raw audio data, generating weekly reports
- Managing and maintaining current iOS application for user data collection

EDUCATION & PROFESSIONAL TRAINING

CompTIA Network+ Certification *(In Progress)*   **Jan 2024**
- Configuration, management, and troubleshooting of organizational devices and networks

University of Victoria   **May 2023**
BSc Computer Science & Psychology, Dean's List
- Networking, OSI layer system, multicasting, TCP and UDP FTP's
- Data Science & Data Visualization, HCI and Cognitive Science

Mapping With Drones   **July 2023**
- GIS, 2D & 3D drone photometry, point-cloud and photo-mosaic data processing

SKILLS

- OSI layers 1-7, multicasting, TCP and UDP FTP's, WireShark, VMWare
- Windows system & network diagnostics, shell scripting, PowerShell, Linux subsystem/OS, BASH, SSH
- Ethernet LAN/WAN installation & configuration, twisted copper cabling
- Python: Data Analysis/Visualization, applied AI, scripting
- JavaScript: React/Node full stack web development
- AWS, GCP & Azure cloud infrastructure, hosting, storage

PROJECTS

Hardware Projects
- Troubleshooting and diagnosis of hardware issues
- Manual assembly, rebuild of desktop PC
- Home LAN upgrade to gigabit speeds

DevXP – Spring 2022
- Full stack Typescript development on "Infrastructure as a Service" application
- React Frontend, Node.js Backend

InfoVis Interactive Visualization – Fall 2022
- Built interactive D3.js visualizations about housing in Victoria
- Embedded in a React application
- Data engineering & analysis done in Python

Immersive Virtual Experiences for Psychology – Fall 2022
- Exploring immersive virtual 3D environments as a tool to study visual perception
- Unity3D, C# scripting

Soundboy – Fall 2021
- Trained & deployed an AI model to classify instrument type on samples
- Full stack Typescript development, React & Node.js, TensorFlow machine learning in Python