

Christopher Swenson

EDUCATION

Bachelor of Science in Computer Science

Fall 2014–Fall 2018

California State University – Sacramento

3.3 GPA

WORK EXPERIENCE

Software Developer – Havallo

Sep 2020–Present

Developed frontend customer-facing user interfaces using JavaScript and HTML. Expanded the backend RESTful API using Java and a relational MySQL database with features for creating and editing courses, user details, and contact relations. Implemented unit and integration tests, utilized Git and GitHub to maintain branches for issues and pull requests for code review.

Fulfillment Associate – Amazon

Nov 2018–Jan 2019, Sep 2019–Present

Worked on the Learning Team as a Learning Ambassador to train associates in critical roles while documenting and electronically recording training. Worked closely with managers and process assistants to provide support and coaching to associates where appropriate. Performed Trailer Dock & Release (TDR) on inbound and outbound trailers to ensure associates' safety when entering trailers. Unloaded packages from trucks onto conveyor belts, scanned packages onto pallets, wrapped and closed pallets, moved pallets to their outbound locations using a pallet jack, re-labeled and re-boxed damaged packages, and cleaned spills from damaged packages.

Warehouse Assistant – Ethan Allen

Jun 2014–Oct 2014

Moved and assembled furniture, loaded and unloaded trucks, organized and cleaned the warehouse, and wrapped and carried customer purchases to their vehicles.

PROJECTS

SFHS Technology Services Dashboard – Freelance Developer

Apr 2020–Present

tech.sfhs.com

Developed and maintained a service status and incident dashboard for Saint Francis High School's IT Department. Worked with the Director of Technology to produce a Statement of Work outlining the project's purpose, scope, features, requirements, timeline, and cost. The end product contains a public facing website where users can subscribe to receive email notifications and an administrator dashboard where the client can maintain services, incidents, and automations. The project was written in TypeScript with a ReactJS frontend and a NodeJS web server with a dockerized PostgreSQL database.

Stormwater Game – CSU Senior Project

Jan 2018–Dec 2018

games.cityofdavis.org/stormwatergame

An interactive web game developed for the City of Davis, Public Works Department as a part of my CSC 190 & 191 CSU Senior Project. My team of five CS students followed an agile workflow over two semesters to implement user stories in two week sprints, while having regular customer and team meetings. The end product was coded in JavaScript and is hosted on the City of Davis' website as a fun and interactive game to teach young kids about stormwater pollution prevention.

 Vallejo, CA

 (408) 890-1203

 chriswswen@gmail.com

 chriswswen.com

 github.com/ninthworld

 linkedin.com/in/chriswswen

SKILLS

General – Excellent

Organization, Problem-Solving, Responsibility, Communication, Teamwork, Leadership

Programming – Excellent

Java, C++, C#, Python, JavaScript, TypeScript, NodeJS, ReactJS, HTML, CSS

Databases – Proficient

MySQL, PostgreSQL

Technologies – Excellent

Git, Docker, Visual Studio, IntelliJ, Microsoft Office, Google Drive

Operating Systems – Proficient

Windows, Linux