

Christopher James King

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I am an enthusiastic full stack developer with aspirations to join an experienced and passionate development team. My ideal company strives to improve the world and has a high ceiling for growth.

The Ohio State University, Columbus, OH, *BS in Computer Science and Engineering*, 2020
Specialization in Computer Graphics & Game Design, MMC Scholars, Pi Kappa Phi Fraternity

Equality Lab, Miami, Florida, June 2020 – Present, *Remote*

Senior Software Developer - As the Web VR platform project lead, I have merged updates from the open source hubs-cloud platform, developed custom features for our clients including an interactive career simulator and GPT-3 based career counselor, and deployed the platform on AWS for The Paris Unemployment Office, Miami Dade County Schools, and US Institute of Peace in Pakistan.

The Ohio State University, Columbus, Ohio, January 2020 – May 2020

Classroom and Digital Union Tech Support - I provided tech support for students and professors with classroom equipment and software licensed by the school.

OARnet, Columbus, Ohio, January 2016 - May 2016

Data Analyst - I analyzed network communications across the state of Ohio, alerted management regarding outages and potential breaches, and troubleshooted ongoing issues.

CSE 5913 - VR Animation Capstone, *Eyes of Mariam*, January 2020 – May 2020

Project Lead - In a competition to create an interactive story accentuating the issue of education impedance in Africa, the sponsor, Save The Children, chose our project to represent their mission.

CSE 5544 - Data Visualization, *Interactive Mirror*, January 2020 – May 2020

Project Lead - In the midst of the COVID-19 outbreak, I managed project goals for a team of developers as we created a web tool to compare data between countries. Our project received an A+.

Independent Development, *Financial Portfolio App*, Summer of 2019

For personal use, I built a web scraping tool that consolidates my financial accounts into one place.

Independent Development, *Tanks 3D*, Summer of 2020

For fun, I built a 3D multiplayer game that procedurally generates map conditions for each new match.

Primary Tools: AWS, C, C#, CSS, D3, Git, GPT-3, HTML, JavaScript, jQuery, Linux, Node.js, Python, React, RESTful APIs, SSH, Three.js, Unity, Unix, Unreal Engine, Webpack

Secondary Tools: Adobe Suite, Blender, Excel, Mixamo