

# Cristian Ponce

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Portfolio: <http://crispcrafts.com> | GitHub: @Cristian006

## EDUCATION

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### **Cogswell Polytechnical College, San Jose, CA.**

*B.S., Computer Science: emphasis in Software Engineering* Aug 2015 - May 2018

**Clubs:** AI Society, Engineering Society, Game Development Club

**Relevant Coursework:** C++, C, Java, IOS Development, Android Development, Web Development, Machine Learning, Operating Systems Concepts, Embedded Software Systems

## TECHNICAL SKILLS & LANGUAGES

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- Languages: English, Spanish
- Operating Systems: Windows, OSX, Linux/Unix
- Technical Languages: C# .Net, JavaScript, Java/Android, Python, C++, C, Swift/IOS, Git
- Libraries/Frameworks: Electron, React, React-Native, Flask, Redux, Polymer etc.
- Database Architectures/Frameworks: NoSQL/MongoDB, FireBase, SQLite, PostgresQL
- Development Environments: Android Studio, XCode, Unity, MS Visual Studio, PyCharm

## WORK EXPERIENCE

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*Please visit my portfolio site: <http://crispcrafts.com> where you can find all of my projects!*

### **Byte Foods, Inc. Software Engineer - San Rafael** June 2018 - Present

- Lead Mobile Application Developer/Designer/Full Stack Engineer
- Produced mobile application requirements + features from a user's perspective followed by designing a unique UI and UX to support those requirements
- Developed frontend mobile application for both Android and IOS platforms using React-Native
- Designed backend API requirements and developed API using Python, Flask, SQLAlchemy, PostgresQL, Firebase for authentication, and Stripe for mobile payments

### **Indie Mobile Game Development - Unity Game Engine (C# .Net / C++)**

- Starman's Voyage, Google Play Store Feb 2018 - March -2018
- Greek Wars Jan 2015 - Present
- Only engineer and artist on both projects - Full Stack
- Level design, character design, animations, UI/UX, engineering game mechanics, etc..

### **Contract Web Development, Full Web Stack Development** Sep 2017 - Present

- Iris Hair Salon (<http://iris-hair-salon.com>) - Sep 2017
- Carrillos Construction (<http://carrillos-construction.com>) - Mar 2017
- Built and designed both websites with the Polymer Javascript framework.

### **TLH Church App, Java/Android and Swift/IOS Developer - San Jose, CA** May 2017

- Contract work to build Android & IOS application
- Worked in Android Studio IDE using Java programming language
- Worked in XCode IDE using Swift programming language
- Used Firebase as a cloud backend to enable cross platform push notifications, NoSQL user database, and user authentication in both Android and IOS apps