




# Christopher Chan

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## EDUCATION

### General Assembly, SF

November 2016

*Web Development Immersive*

### University of California, San Diego

March 2012 - Provost Honors

*Bachelor of Science, Cognitive Science*

*Bachelor of Arts, Music (Honors)*

### The Recording Arts Center, San Diego

May 2014

*Associate Degree, Audio Engineering*

## TECHNOLOGIES

### Languages:

HTML5, CSS3, JavaScript, jQuery, Ruby

### Database Tools:

MongoDB, Mongoose

### Frameworks:

Node.js, Express, Angular, Rails

**Other:** Bootstrap, Handlebars, Materialize, Git/GitHub, AJAX, JSON, Photoshop

## OTHER EXPERIENCE

### Studio West, San Diego, CA

Manager/Audio Engineer

*(June 2014 – July 2016)*

Managed audio engineers at the largest recording studio in San Diego. Worked with digital audio-engineering software and advanced technical hardware/equipment. Recorded, edited and mixed sound for musicians and post-production clients (film/TV/radio/ audiobooks).

### Oakdale La Mesa, San Diego, CA

Music Director/Activities Team

*(April 2012 – July 2013)*

Implemented and directed a program geared towards enriching the daily lives of senior citizens through music and the arts. Residents were living in Oakdale's assisted-living and memory care units.

## RELEVANT EXPERIENCE

**General Assembly:** Web Development Immersive  
*San Francisco, CA - September-November 2016*

Learned technical skills and gained knowledge to build full-stack applications using MEAN stack, JavaScript and Ruby on Rails. Developed applications individually and in groups, utilizing project management and communication skills, data-modeling, wire-framing, building user-stories, and deploying final applications.

## WEB APPLICATIONS

**Mic Drop:** <https://micdropshootout.herokuapp.com>  
*December 2016 - GitHub: /ckc1230/mic-drop*

A resource for comparing the audio quality of microphones through listening samples. Users can upload and browse for comparisons of mics they wish to use or purchase. This was a solo project I built using Materialize as a CSS framework, Ruby on Rails, JavaScript and jQuery.

**Cardagram:** <https://cardagram.herokuapp.com>  
*January 2017 - GitHub: /ckc1230/cardagram*

MEAN stack web application for users to create eCards. Built full-stack app with another developer, pair-programming for most of the project. Individual contribution included front-end design, UX flow, UI logic and validations using JavaScript, and image editing for eCard content. Built with only HTML, CSS and JavaScript.

**Terra:** <https://www.shopterra.herokuapp.com>  
*November 2016 - GitHub: /ckc1230/terra*

Created with 3 other team members, Terra was originally an online candy store built with Ruby on Rails. App used Devise for user authorization/authentication and Stripe for payment processing. After initial completion, I redesigned the store to sell ceramics, revamping the front-end and overall design towards a more professional layout.

**Trekster:** <https://trekster.herokuapp.com>  
*October 2016 - GitHub: /ckc1230/trekster*

A travel-blog application developed with 2 other developers using Ruby on Rails. Trekster allows users to share memories from select cities and give other travelers ideas/tips for fun adventures.