Christopher Lit

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EDUCATION

Bachelor of Science in Computer Science   Sept. 2022 – Present
University of Ottawa   *Ottawa, ON*
GPA: 3.76/4

EXPERIENCE

Full Stack Developer Intern   May. 2024 – Aug. 2024
University of Ottawa - CEED   *Ottawa, ON*

- Led the **redesign** of the web application, utilizing **Ruby on Rails** for the backend and **PostgreSQL** for the database to enhance the layout across all devices, resulting in a **90% increase in user engagement**
- Implemented **RESTful APIs** in user dashboards, reducing load times by **60%** and having real-time data updates
- Leveraged **testing** and **CI/CD** practices to achieve **85%** code coverage for test pipelines in **GitHub Actions**
- **Optimized SQL queries** for the shift scheduling system, **reducing average query execution time** by **50%**, minimizing conflicts in shift assignments
- Contributed to managing **Agile project workflows** by participating in **weekly stand-ups**, **sprint planning**, and utilizing **ZenHub** to track progress and identify bottlenecks, **improving team performance**

PROJECTS

MediHub ⬡ | *Java, XML, Firebase, Android Studio*

- Developed a **healthcare management application** connecting patients and doctors for appointment scheduling
- Improved appointment booking speeds by **50%** by utilizing **database joins** to accelerate query executions
- Designed login authentication for **400+ users** using **Firebase's real-time database** to ensure secure access
- Created **UI pop-up cards** by integrating **API endpoints** to fetch and display doctor information from **Firebase**

Ksolver ⬡ | *React, JavaScript, TailwindCSS*

- Developed a web application that simplifies **boolean expressions** using **Karnaugh maps** for efficient analysis
- **Decereased the data storage** of the input grid by **50%** using a **DFS algorithm** to search for redundant inputs
- **Spearheaded development** by creating **UML diagrams** & configuring the **local development environment**
- **Worked with a team of 3**, coordinating **code reviews** and **user testing sessions** to increase collaboration

Blackjack ⬡ | *React, JavaScript, HTML, CSS, Figma*

- Built a web application that allows users to place bets, play against the dealer, and track their score against others
- Created an interactive betting modal using **Framer Motion** to animate wagers as users adjust bet amounts
- **Enhanced user engagement by 45%** by designing a minimalist, mobile-friendly interface using **Figma**
- Developed a leaderboard system that utilizes a **binary search tree** for optimized score sorting and quick retrieval

LEADERSHIP

Faculty Council Member   Mar. 2023 – May. 2024
University of Ottawa   *Ottawa, ON*

- Elected to represent the faculty of **Computer Science and Electrical Engineering** at the **University of Ottawa**, contributing to **curriculum development** with a focus on shaping faculty policies for **tech courses**
- Collaborated with the faculty council to expand the graduate curriculum by adding **10 new courses**
- Supervised multilingual course offerings, adding **56 new courses** by collaborating with department heads and faculty members

TECHNICAL SKILLS

Languages: Java, C, Python, JavaScript, TypeScript, C#, HTML, CSS, Ruby, Go
Frameworks: React, Node.js, Ruby on Rails, Next.js, JUnit
Developer Tools: AWS, PostgreSQL, Firebase, Git, Linux, GitHub Actions, Android Studio, VSCode