

Harris Christiansen

Harris@HarrisChristiansen.com
801-739-6561
West Lafayette, IN

Education

Purdue University
August 2014 - May 2018
BS Honors Computer Science
Minor Mathematics
GPA: 3.63

Waterford School
Salt Lake City, UT
High School Diploma

Skills

Software Engineering
Web Applications
Game Development (Unity Engine)
Event/Hackathon Planning
Autodesk Maya
Autodesk Inventor
3D Printing
Adobe Photoshop
Adobe Illustrator

Programming Languages

Advanced: PHP, Laravel, Python, Django, Java, C, Obj C
Proficient: HTML5, CSS3, Javascript, jQuery, Ajax, Swift, C++, C#, OpenCV, MySQL
Beginner: Node.JS

Online

HarrisChristiansen.com
github.com/HarrisChristiansen
linkedin.com/in/HarrisChristiansen
devpost.com/HarrisChristiansen
stackoverflow.com/users/3884972

Hackathons

HackMizzou - Quad Control - 2nd Place and Best Hardware Hack Award

BoilerMake - PreView - 6th Place and Best Use of Vuforia Award

HackSC - iFollow - Best Hack Award

HackRPI - Virtual Builder - Runner Up Video Game Award

PennApps - Remember Me - Top 30

HackIllinois - Cloud Scout - 2nd Place
(Full list at HarrisChristiansen.com/hackathons)

Facebook. Menlo Park, CA - Summer 2017

iOS Software Engineering Intern

- Developed several features to improve the new user experience on Facebook for iOS
- Launched biweekly experiments to test and collect data on UI changes

Perceive Inc. West Lafayette, IN - Fall 2016 to Spring 2017

Software Engineering Intern

- Developed tools for machine learning to improve in-store marketing

Apple Inc. Cupertino, CA - Summer 2016

iOS Apps & Frameworks Intern

- Developed new iOS feature with direction from HI Design and various teams across Apple
- Contributed to bug+feature work across many iOS/watchOS/macOS/tvOS applications and frameworks, including Settings, Accounts, and iCloud

Apple Inc. Cupertino, CA - Summer 2015

Technical HR Intern

- Designed and built PHP web app for managing intern hiring data
- Developed solution to generate automated reports

iDrone Systems. Salt Lake City, UT - Summer 2014 to Spring 2015

UAS Engineer

- Designed and manufactured custom drones and software
- Developed programmable flight controller for drones, intended to support a drone app-store

Verbatim Solutions. Salt Lake City, UT - Summer 2014 to Spring 2015

Web Developer

- Enhanced Website: www.VerbatimSolutions.com
- Developed Quote and Checkout system, doubling reception, decreasing quote time, and automating word count and pricing

AGA Systems, Inc. Kaysville, UT - Summer 2013, Summer 2014

Lead Web Application Developer

- Developed web application for company management and customer interactions, decreasing paperwork and increasing efficiency

Palmer-Christiansen Company, Inc. Salt Lake City, UT - Summer 2012

Project Engineer

- Developed Website: www.palmerchris.com
- Processed, traced and filed project communications

The Waterford Institute. Salt Lake City, UT - Summer 2011

Summer Intern - Education Video Game Developer

- Used HTML5 Canvas, JS, and Node.JS to create multiplayer educational video games for use in elementary classroom settings

Other Experience

Organizer, Purdue Hackers. - Spring 2015 to present

- Premier CS Community at Purdue University, www.purduehackers.com

Director, Hello World. - Fall 2016

- 250 student beginner-oriented hackathon at Purdue University

Director, Ignite. - Fall 2015, Fall 2016

- CS Mentorship Program at Purdue University, www.ignitethefla.me

Waterford Robotics. Salt Lake City, UT - 2010 to 2014

Team Captain, Lead Electrical, Lead Programming

- Managed team of 30 students
- Placed first in qualifiers and won FIRST Regional Competition in Las Vegas, NV in 2013. Also received the Quality Award by Motorola

