

Chris Prochnow

Fullstack Web Developer

Berkeley, CA

909-374-4454

www.chrisprochnow.com | [GitHub](#)

Skills

- JavaScript, Ruby/Rails
- reactJS, HTML5/CSS3, SASS
- jQuery, Express, JSON, AJAX
- MongoDB, PostgreSQL, Node
- Git/Github, Terminal
- Enzyme, Jest, Snapshot testing

Education

Pitzer College

B.A in Organizational Studies
2006

Hobbies

- Avid trail-runner and swimmer
- Experimental beer brewer
- Learning new frameworks
- Cooking new foods
- DIY woodworking projects
- Gardening
- Planning camping trips
- Climbing and bouldering
- Building API features

Contact

Berkeley, CA

909-374-4454

chris.prochnow@gmail.com

Portfolio

Recuperator | [Live](#) | [Code](#)

Solo Project built on Ruby on Rails with PostgreSQL backend using Foundation 6 SASS for styling. Connects Patients with their Physical Therapist to document exercise treatment.

HN Search | [Live](#) | [Code](#)

Solo Project built on JavaScript with reactJS. This Single Page App interacts with Hacker News's API to do keyword search, and can sort results by category. Testing included.

Experience

General Assembly

Web Development Immersive Program | January - April 2017

- Full time immersive program where I developed skills by building web applications, from frontend to backend
- Collaborated with UX designers on projects, incorporating feedback to improve user experience
- Worked in small groups using agile development practices and coordinated version control via Git/GitHub

Linde Group Computer Support

Office Administrator & Logistical Coordinator | July 2013 - May 2016

- Day-to-day management of office needs (answering calls for information, accounting, etc)
- Procurement and support of client and team hardware and support services for 30 person team
- Planned and coordinated company-wide social events

Actividay | [Live](#) | [Code](#)

Group Project built on Ruby on Rails with PostgreSQL backend. Prompts users with three new activities each day they might want to try, and lets them post about their experiences and share with others.

Ship Racer | [Live](#) | [Code](#)

Group project built on vanilla JavaScript and HTML5/CSS3. A racing game that moved a model across the screen when the correct key is hit. Fully CRUDable car models that changed gameplay.