CHRISTIAN G. VASQUEZ LEON

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EXPERIENCE

Target   **Minneapolis, MN**
Software Engineer   Oct 2021-Sept 2024
- Monitor the creation and deployment of email and push marketing campaigns that reach millions of Target guests as part of Target's full-stack Guest Messaging Platform team.
- Utilized React JS framework, Target's Praxis platform, and various JS libraries like MUI, Axios, and Jest to create and test new features for my team's marketing campaign management tool.
- Refined my skills in Kotlin, Kafka, MongoDB, and Spring Framework to manage several RESTful APIs and the way they interact with our frontend and big data applications.
- Launched my skills working with Target's Hyperion tool and technologies such as XML, Scala, Apache Spark, Hadoop, and Hive to create personalized marketing solutions for millions of Target guests.

Target   **Remote**
Technology Leadership Program   Sept 2020-Oct 2021
- Software Engineer in Target's Tech Leadership Program where I completed two 6-month rotations in a supply-chain backend team and a Merchandising frontend team.
- Gained familiarity with technologies like Kotlin, Kafka, DBeaver, Ktor, and Spring Boot framework to quickly create and manage the deployment of RESTful APIs
- Spearheaded the development of new features in a proof-of-concept workflow tool using technologies like Typescript, React, GraphQL, PostGraphile, and Target's Praxis Javascript Platform.

Activision   **Santa Monica, CA**
Front-End Web Developer Intern   Summer 2019
- Worked closely with UX/UI designers, developers and project managers in the creation of Activision's Greatest Places to Work 2020 website using technologies like HTML5, CSS, and Javascript.
- Gained familiarity with Adobe Experience Manager through the process of designing components for various websites which included Call of Duty Endowment, Crash Team Racing, and Sledgehammer Studios.
- Attained higher troubleshooting techniques to solve a myriad of bugs and operational issues using web application tools.

EDUCATION

University of California, Berkeley   **Berkeley, CA**
Bachelor of Arts in Data Science   May 2020
- **Honors & Awards:** Regents & Chancellor Scholar, All Ways Up Scholarship Fellow
- **Relevant Coursework:** Data Structures, Linear Algebra & Differential Equations, Discrete Mathematics & Probability Theory, Artificial Intelligence, Machine Learning, Foundations in Data Science

SKILLS & LANGUAGES

Software Skills: Java, Kotlin, JS, React, Typescript, Scala, Spring Framework, Ktor, Kafka, MongoDb, DBeaver, GraphQL, SQL, XML, Apache Spark, Hadoop, Hive, Python, Jupyter Notebooks, Target Praxis, Jest, Axios, MUI
Languages: Conversational Proficiency in Spanish
Interests: UI development, full-stack technologies, IOS/Android technologies, animation, VR development, video game development