

Christian Crank

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Summary

Highly motivated Magna Cum Laude graduate looking for an opportunity to make an impact applying Game Dev, AWS Cloud, .NET, and Web Development skills.

Experience

Computer Assembly Expert, 01/2016 — Current

Self Employed — Marietta, GA

- Built custom computers for upwards of 20 clients, ensuring performance and reliability.
- Provided excellent customer service by consulting on computer part selection, performing precise assembly, and delivering ongoing troubleshooting support to maintain a satisfied client base.

Software Engineering Intern, 06/2018 — 08/2018

Firstdata/Fiserv — Marietta, GA

- Collaborated with fellow interns under the direct guidance of the CTO to develop an Alexa app utilizing AWS and first-party data via SQL, aimed at reducing workspace complexity and improving efficiency.
- Within the Innovation Lab, designed and delivered the most successful prototype for the 'Virtual Assistance in stores' project, an application designed for mobile grocery orders and pickup.
- Received professional training in Scrum.
- The key takeaways from this 10-week experience include becoming familiar with the professional Agile workflow, learning to manage company data effectively, and internalizing the connection between software and hardware in a professional environment.

Education and Training

05/2024 Kennesaw State University — Marietta, GA

Bachelor of Computer Game Design and Development

- Magna Cum Laude (GPA: 3.71)
- Presented at the Symposium of Student Scholars, showcasing a custom gaming steering wheel designed for enhanced modularity and reduced costs compared to market alternatives.

05/2019 George Walton Comprehensive High School — Marietta, GA

STEM Science, Technology, Engineering, Math

- Graduated under STEM Engineering branch with honors (GPA: 3.91)
- National Honors Society candidate.
- Designed, manufactured, and presented an engineered solution to address computer dust and thermal issues, leveraging skills in engineering, research, CAD design, mechanics, and professional presentation.

Projects

- Task Management Application (Incomplete 2024) - Currently expanding AWS knowledge through the Developer Certification. Afterwards, looking to design a Full Stack Task Management Application using AWS cloud services alongside React, Node.js, DynamoDB that allows for user registration, task operations, file uploads, and logging/monitoring.
- Game Development & Research (2023-24) - Worked alongside a psychology professor from Florida State University to develop and deliver a VR catching and throwing game using Unity, C#, and Visual Studio Logging in order to test psychological behavior of the players.
- Game Development, Theory, Optimization (2022-2024) - Developed a narrative game using C# and Unity, meant to portray the effects and ramifications of bad life habits. Specifically contributed to puzzle design, demonstrating data structure techniques such as linked-list traversal, matrix arrays, depth-first-search and stacks.
- Application Design & Development (2022) - Developed an executable application for a food business using Visual Studio and C# that allows users to customize pizza orders, process payments, and print receipts, while providing managers with secure access to view order history and customer records.