

CHRISTOPHER HARRISON

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EDUCATION

University of Illinois - Chicago

Bachelor of Science in Computer Science

Chicago, IL

August 2023 – May 2026

- Overall GPA: 4.0
- Honors / Scholarships: Dean's List August 2023 - Present, Chancellor's Fellows Recipient.
- Relevant Courses: Operating System Design, Intro to Computer Networks, Advanced Data Structures and Algorithms, Systems Programming, Computer Algorithms I-II, Software Design.

PROFESSIONAL EXPERIENCE

Grant Thornton

Cybersecurity/Privacy Intern

Chicago, IL

June 2026 – August 2026

- Incoming intern at Grant Thornton in their Cybersecurity department.

PowerBox Technology

Software Engineer Intern

Chicago, IL

June 2025 – January 2026

- Contributed to the development of a **React-based** Energy Management Platform, enabling real-time monitoring and control of renewable energy.
- Overhauled networking architecture to use **Socket.IO** events increasing speeds by **80%**.
- Created and tested **50+ REST API** endpoints using **Postman** to validate authentication, error handling, and data retrieval.
- Participated in **Agile** software development by collaborating with engineers in sprint planning, daily **standups**, and managing tasks using **Jira** and **Confluence**.

UIC Technology Solutions

Computer/IT Specialist

Chicago, IL

April 2024 – Present

- Resolved **500+ tickets** by delivering Tier 1 technology support for classroom IT, resolving hardware, software, and network issues for faculty, staff, and students.
- Managed IT inventory and facilitated laptop, microphone, and adapter loans.

PROJECTS

Sorting Yourself

Personal Project

Chicago, IL

June 2024 – Present

- Developed a website using **React** designed to teach and simulate various algorithms.
- Implemented algorithm logic in **JavaScript**, allowing users to visualize and practice techniques like BFS, DFS, Dijkstra's Algorithm, and Merge Sort.

Client-Server Connect Four

Software Design Project

Chicago, IL

April 2025 – May 2025

- Developed a client-server multiplayer Connect Four game using **JavaFX** and multithreaded socket programming.
- Supported multiple concurrent games with real-time gameplay and integrated chat functionality.
- Implemented matchmaking using both public queues as well as private room codes, with server-side validation and game state management.

Spark Hacks 2025 Small Biz, Big Impact Project

Hackathon Project

Chicago, IL

February 2025

- Designed and developed a modern, user-friendly website for a local restaurant using **Astro**, **HTML/CSS**, and **JavaScript**.
- Collaborated with a team using **Figma** for UI/UX design.
- Improved user experience by enhancing site navigation, site design, and integrating an online ordering prototype.

SKILLS & INTERESTS

Programming Skills: C, C++, Python, Java, JavaScript, F#, Go

Full-stack Development: HTML, CSS, React, Flask, Docker, Postman, Figma

Database Management: PostgreSQL, MongoDB

Soft Skills: Agile Collaboration, Problem Solving, Communication

Certifications: CompTIA Security+, CodePath Intermediate Cybersecurity