

# Christopher Trumpet Jr.

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## Education

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**Purdue University**

Bachelor of Science in Computer Science

(Expected Graduation) May 2026

## Work Experience

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**Software Developer, Rosen Center for Advanced Computing**

**Sep 2023 – Present**

- Developed and deployed novel solutions that integrate computer graphics, VR, and web applications, currently being used to support research and enhance education in real classroom settings.
- **Virtual Biosafety & Microbial Analysis Lab**
  - Directed project architecture and guided a core team of 3 through full-cycle development, deploying the web app through GitHub Actions while utilizing Git version control, Unity, and Blender.
  - Facilitated client meetings to align technical design with project needs, while demonstrating leadership and delivery of a scalable web application.
- **3 Person Virtual Nursing Simulator**
  - Engineered a multi-user VR training simulation with network synchronization using 3D modeling in Unity, Blender, and deployment through Meta Quest Dev Hub.
  - Improved experiences working with a networked, real-time system, and interdisciplinary teamwork through bi-weekly meetings, program revisions, and paired programming.
- **Virtual Microscope Web App**
  - Developed a WebGL app leveraging Unity, C#, AWS, and JavaScript, enabling visualization of microscopic biological data at scale.
  - Strengthened cloud integration skills through hosting with AWS S3 Buckets.

## Projects

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- **Automated Phishing Campaign (Catapult Hackathon)** **Apr 2025**
  - Launched phishing campaigns through algorithmically selecting targets, and automatically composing attacks and a report on findings with Python CLI and ElevenLabs.
  - Performed employee threat scoring from CSV/DB ingestion and generated customized Markdown/PDF debriefs and reports.
- **x86 Systems Programming (Class Project)** **Jan-May 2025**
  - Implemented custom memory allocator in C using freelist sentinels and the sbrk() system call.
  - Created a functioning UNIX shell with parsing, redirection, pipes, signal handling, and environment variable management.
  - Built a lightweight HTTP server in C++ to efficiently serve static assets, demonstrating low-level network and systems programming skills.
- **C Compiler (Class Project)** **Jan-May 2024**
  - Built a simple C compiler using Lex, Yacc, and x86 Assembly.
  - Developed within a defined test case environment, and tracked through git version control.

## Technical Skills

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**Languages:** C, C++, C#, Java, JavaScript, TypeScript, SQL, HTML/CSS, Bash Scripting

**Frameworks & Tools:** React, Github Actions, TailwindCSS, Git, Postman Testing, NodeJS

**Design:** Figma, Photoshop, After Effects

**Additional:** Excel, AWS, Linux (Ubuntu), Unity 3D