

Christopher Arias

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SUMMARY

Software engineer with experience building production web applications, payment integrations, and internal automation tools using React, Spring Boot, JavaScript, C#, and Java.

EDUCATION

California State University Channel Islands

May 2026

B.S Computer Science -- Math minor -- 3.5 GPA

WORK EXPERIENCE

Junior Software Engineer | Linked2Pay

Dec 2025 – Jun 2026

- Developed WooCommerce and PrestaShop payment gateway integrations in PHP, connecting merchant checkout flows to the Linked2Pay API for secure card and ACH processing.
- Architected an Acumatica AP/AR integration in C# and .NET, building a customization that synchronizes invoices, customers, and payment activity between Acumatica ERP and Linked2Pay's cloud payment platform.
- Rebuilt a customer payment portal using JSF, Java, XHTML, and PrimeFaces, consuming Acumatica APIs to display AP/AR invoice data and enable customers to pay ERP-linked balances through Linked2Pay.
- Implemented webhook-based synchronization across payment integrations to keep transaction statuses, customer payment activity, and cloud application data up to date.

Software Engineer (Intern) | Linked2Pay

Aug 2025 – Dec 2025

- Built and published an Adobe Commerce/Magento payment gateway in PHP, integrating the Linked2Pay API to support Card and ACH payments for online merchants.
- Created automated Testim test suites for payment workflows, using custom JavaScript scripts for advanced validations and tracking test cases, defects, and execution results in Quickbase.
- Delivered the Adobe Commerce integration as a major internship project, contributing to a full-time Junior Software Engineer offer.

Web Developer | CSUCI Web Services

Nov 2024 – Dec 2025

- Developed and maintained frontend components for csuci.edu, enhancing accessibility compliance by 30% and user experience across a website serving 700,000+ monthly visitors.
- Optimized and updated key sections of csuci.edu to improve user engagement and navigation, utilizing HTML, CSS, PHP, and JavaScript to create an intuitive and responsive user experience.
- Created a suite of internal automation tools (e.g., Check In-all) using JavaScript and REST APIs to streamline daily content check-ins across 40+ university sites, reducing manual workload by 90%.

SKILLS

Languages - Java, Python, C#, Bash, JavaScript, HTML, CSS

Frameworks & Tools - React, Spring Boot, JSF, SQL, Flask, Firebase, Git, REST, WebSocket,

PROJECTS

TypeBattle.org - Real-Time Multiplayer Typing Web Game

- Built a full-stack multiplayer typing game with a React frontend and Spring Boot backend, using STOMP/SockJS WebSockets to synchronize lobby state, race progress, and game events
- Implemented Firebase-authenticated game sessions, validating users before lobby entry and securing WebSocket connections with Firebase ID token verification.
- Designed multiplayer gameplay systems including unique lobby codes, ready-up flow, server-side timers, live score tracking, and mini-game modes such as Crossy Road, Island Game, and Stacker.

CERTIFICATIONS: [Google IT Automation with Python](#)