Chandler Crisp

IT PROFESSIONAL & DEVELOPER

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EDUCATION

University of North Carolina at Charlotte May 2023
Bachelor of Arts in Computer Science · Charlotte, NC

PROFESSIONAL EXPERIENCE

IT Technician · Caldwell Community College and Technical Institute
Jul 2025 – Present

- Install, maintain, and upgrade college servers, workstations, and related equipment; support WAN networking components.
- Resolve complex hardware, software, and system issues for staff; test changes and document solutions and procedures.
- Respond to complex staff questions about computer systems, software programs, and related equipment.
- Track software licenses and equipment inventory to support compliance audits and purchasing decisions.

Computer Advisor · Best Buy
Apr 2021 – Jun 2025

- Configure and price custom computers and multi-device office setups based on customer needs and budgets.
- Advise customers on hardware and technical solutions; coordinate with the consultant team on large orders, custom setups, and in-home services.
- Continued customer support and team coordination in a hybrid remote role beginning in March 2023.

TECHNICAL SKILLS

Systems and support	Server and workstation maintenance, hardware and software troubleshooting, staff support, technical documentation
Networking and operations	WAN components, network hardware and software, asset inventory, software license tracking
Languages	Python, JavaScript, TypeScript, C++, SQL, WGSL
Web and graphics	React, Node.js, Three.js, WebGPU, Cloudflare Workers and D1
AI and agents	Claude Code, OpenAI Codex, local LLMs in LM Studio (Qwen, Gemma), agentic workflows, MCP servers, subagent orchestration, custom plugins, hooks and skills, context engineering
Tools and platforms	AWS, GitHub, Jira, Jupyter, Visual Studio Code, Microsoft Office

SELECTED PROJECTS

Riftborn · Browser action game
github.com/chancrisp/riftborn

`JavaScript` `Three.js` `Cloudflare Workers` `D1 SQLite` `Node.js tests`

- Developed a JavaScript and Three.js action game with five procedurally generated stages, combat and progression systems, and terrain-aware collision and navigation.
- Built an online leaderboard with a Cloudflare Worker and D1 SQLite database; added Node.js tests for gameplay, terrain generation, and server behavior.

Kiln · Native Windows file converter
In development

`Rust` `Win32` `Direct2D`

- Rust app that converts across 85 formats and 1,245 pairs offline, from one drag-and-hold gesture.
- Direct2D interface with a radial format menu, suggestions from local file analysis, and an MSI installer.

Claude Code tooling · AI agent extensions

`TypeScript` `Node.js` `MCP` `Claude Code plugins`

- Built TypeScript plugins and hooks that extend an AI coding agent: a PreToolUse guard that blocks destructive shell and git commands (with a self-test and audit log), plus owner tools for jobs, change notes, and commit checks.
- Run spec-driven agent workflows with MCP integrations (Supabase, Expo), reusable skills, and parallel subagents, reviewed before release.

Parallel · WebGPU simulation lab
chandlercrisp.com/parallel

`TypeScript` `React` `WebGPU` `WGSL compute shaders`

- Built an interactive browser lab with four GPU simulation engines (particles, fluid, path tracing, and cloth) sharing capability checks, a 64 MiB allocation budget, and cancellation.
- Validated every GPU result against a CPU worker reference before reporting speed; benchmarks include warmups and readback (26.94× faster on 64^2 cloth), backed by 71 unit and browser tests.