# Cole Hartman

colehartmanCS@gmail.com | coleakira.com | linkedin.com/in/coleahartman/ | github.com/Cole-Hartman

### EDUCATION

#### California State University, Long Beach

Expected Graduation: May 2026

Bachelor of Science in Computer Science

GPA: 3.9/4.0

Relevant Coursework: Data Structures, Discrete Structures, Objected-Oriented Development, Algorithms, Software Engineering, System Programming, Computer Architecture

## SKILLS

Languages: Python, C, C++, HTML, CSS, JavaScript,

Frameworks: React, Bootstrap, Tailwind

Tools: Git, VS Code, Jira

Concepts: Frontend, Backend, Full-Stack, Software Engineering, Machine Learning

## EXPERIENCE

#### Pure Mentorship

March 2024 - May 2024

Software Engineer Intern

Remote

- Developed company website using **React.js** and **Bootstrap** within a small team.
- Integrated front-end and back-end for enhanced website performance and user experience.

#### theCoderSchool

February 2024 – Present

Code Coach

CA

- Taught 30+ students programming concepts in Python, Java, HTML, CSS, and JavaScript
- Facilitated one-on-one guidance and mentorship as part of a 2:1 student-to-Code-Coach ratio
- ullet Improved students' coding comprehension by 18% as measured by monthly coding assessments

#### Projects

## Portfolio | HTML, CSS, JavaScript, Bootstrap

coleakira.com

- Designed and developed a **responsive** personal portfolio website to showcase skills and projects
- Implemented custom CSS styling and multimedia for a pleasing and engaging user experience

## Battleship AI $\mid C$

github.com/battleship

- Designed and developed a fully functional Battleship game featuring an AI opponent
- Implemented game board, ships placement, and turn-based attack system mechanics from scratch
- Gained valuable experience with 2D arrays, modular programming, and AI mechanics