

JAMES MOSELEY

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Seattle, WA

 [GitHub](#)

 [LinkedIn Profile](#)

 [Personal Website](#)

SKILLS

- **Languages:** Java, Python, HTML, CSS, JavaScript, C, C++, Dart
- **Frameworks/Libraries:** Bootstrap, Material UI, Express.js, Next.js, Redux, REACT, Flutter
- **Tools:** Linux, Git, node.js, Bukkit, Eclipse, VSCode, Docker, MySQL, NoSQL, Heroku

PROJECTS

- Narkman Golf Academy Website – HandleBars, Heroku, JavaScript, NoSQL, node.js, Twilio | [Github Repo](#)
 - Developed a full stack website that advertises and collects information for a Southern California golf school.
 - Webpages are built using the templating engine: Handlebars (Hbs). Bootstrap was used for styling effects.
 - Databases uses MongoDB. The server uses node.js and express.js. Twilio plugin used for text alerts.
 - Sends potential student's information to a database for the school to log contact information.
 - Feel free to visit and interact with the website at <http://narkmangolf.com>
- Minecraft Personalized Plugins – Java, Spigot, Bukkit | [Github Repo](#)
 - Developed multiple plugins (an additive file for multiplayer) which would work with any Minecraft server.
 - Uses java version 9 SE and is written in the eclipse IDE.
 - Uses the open source Bukkit API and Spigot servers and is optimized for Minecraft version 1.15.
 - Allows players and console to change aspects of the game such as flying, personalized greetings, flower bombs, etc.
 - All the plugins are free to the public as "jar" files and can easily be downloaded and placed on their personal server.
- Sudoku Interactive GUI – Python3, Pygame | [Replit](#)
 - Developed an interactive Sudoku Game using Python3 and the built it with the Pygame module.
 - A set of 9 different starting games allows the user to either auto solve, pick a new game, or play the game themselves.
 - Uses recursive backtracking for the "solve" algorithm which works with the GUI to solve a sudoku board.
- Hackathon Submission: uQueue -HTML, Bootstrap, JavaScript, node.js, mongoDB, mongoose | [Devpost Submission](#)
 - Developed at the Summer 2020 OSU Beaverhacks Hackathon.
 - Digital queuing application for small business to allow customers to join a queue from the safety of their home or cars.
 - Gives small businesses the capability to allow their customers to form lines remotely to practice safe social distancing.
 - Businesses have a portal where they can create, read, update, and delete their customers.

EXPERIENCE

Front End Developer Intern

June 2021 - Present

EzCaza

- Contributed to the code, innovative design, and layout of a revolutionary digital contract company.
- React, Next.js, Formik, Adobe-Spectrum was the tools used by the front-end team.
- Used GitHub projects to work in an agile/Kanban board setting.
- Collaborated with the UI/UX designers to match the visual design aesthetic needed for the customer portal.

Web Developer

February 2020 – May 2021

Narkman Academy

- Built first NarkmanGolf website using HBS, CSS, JavaScript, express, node.js
- Databases use NoSQL: MongoDB and Mongoose. Twilio plugin is used for text alert.
- Established golf school's online presence resulting in a 90% increase of new student online registrations
- Oversaw and coordinated technical projects involving software development and web design

EDUCATION

Oregon State University

Corvallis, OR

Bachelor of Science in Computer Science, GPA: 3.8

September 2019 – June 2022

INTERESTS

Golf (competed in college as well as professionally), Star Wars films (especially the extended universe), Dogs(proud corgi dad), Part time foodie (boba, sushi, ramen), Travelling (currently planning for 2021 Hawaii trip – recommendations welcome!) and the Seattle Seahawks