

Elijah S Cole

Full Stack Developer



Federal Way, WA, 98003

253-202-3530

elijahscole333@gmail.com



https://olrabiesabe.github.io/resume_website

www.linkedin.com/in/elijah-s-cole

Ambitious Computer Science student with team-based development experience eager to contribute talent in a Software Development role. Skilled in **Java**, **HTML/CSS**, **Javascript**, and **C++** in fast-paced settings. Adaptable, driven by strong work ethic, and motivated to thrive in group or individual settings.



Education

2018-08 - 2021-05

Bachelor of Science: Computer Science

University of Washington Tacoma

Graduated with honors

2016-08 - 2018-06

Associate of Arts: Computer Science

Highline College - Seattle, WA

Graduated with honors



Work History

2019-06 - 2019-10

Web Developer

University of Washington Tacoma

Summer intern for the UWT community service department.

Built a webapp for students to log community service hours in exchange for credits.

- Operated in a small, collaborative environment with UI and UX personnel to develop user-friendly web-based software.
- Built layouts according to client parameters using HTML5/CSS3 and Javascript.
- Created a dynamic web app using PHP and MySQL to suit client needs.
- Contributed full-stack development experience and collaborated on multiple APIs crucial to functionality.
- Worked with UWT representatives to ensure security and brand specifications were met.

2020-02 - Current

Associate

Food Service

- Operated closely with coworkers using a range of communication styles to deliver a quality product and maintain facilities.
- Trained new workers and improved store workflow by identifying areas for improvement.

2018-03 - 2020-02

Associate

Retail

- Acted to maintain and improve an established structure in an independent environment under strenuous conditions.



Software

Java



C++



HTML5 & CSS3



React.js



PHP



Node.js



Git



MySQL



Javascript



Projects

Imprimis

Programmer

Member and contributor to the FOSS C++ Imprimis project, building an open-source game engine based on the Cube engine.