Patton Oehler

Software Developer

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About Me

   Programming for me has never been "just a job", I have always coded because it provided me with a continuous challenge to improve and learn. What started off as a fun hobby has turned into a passion that only continues to grow over the years.

Below are a few projects that I have completed to show off my skills and experience.

Experience

   Portfolio - showcases my work much better

PAFT(Code, Overview)   Languages Used: **C/C++**

   PAFT(Peer-to-peer Anonymous File Transfer) is a file transfer network that allows for the uploading and downloading of files to the network using SHA-256 checksums. Peers are stored in a Distributed Hash Table for log(n) lookups.

PattOS(Code, Overview)   Technologies Used: **C++, Assembly, Make**

   This is my own operating system created completely from scratch(no libraries) where I created everything including printing methods, device drivers, and even my own file system.

Ad Wars(Code, Overview)   Technologies Used: **GDScript, Godot**

   Ad Wars is a top-down shooter that was made for Indian Hills Byte Jam in three days, winning the Students Choice Award. It includes custom enemies and bosses as well as three different levels to beat.

Education

Indian Hills Community College - Ottumwa, Iowa
Computer Software Development A.A.S.
Expected Graduation February 2023