

Paul Hazelton

Programmer · Mathematician · Front End Developer

Education

- 2017/08 – Winthrop University – Double Major**
2021/05
- BS in **Computer Science** & BS in **Mathematics**
 - Graduated Magna Cum Laude

Development Projects

- 2020/08 – All Things Auctionable (Team Project)**
Present
- I am the lead front end developer for All Things Auctionable, a React based webapp designed to help raise money for All Things Possible Medical Fundraising by hosting virtual auctions.
- <https://allthingsauctionable.ml/> (early development)
<https://www.allthingspossible.org/>
- 2015/05 – Spaceship Building Game (Solo Project)**
Present
- My passion project, a role playing and building game with dynamic 2D physics.
- Created 100s of original assets
 - Uses the JBox2D physics engine
- <https://github.com/PaulHazelton/SpaceBuilder-2020>
- 2014/05 – Asteroid Retro (Solo Project)**
2014/08
- My first complete game. A simple arcade game based on the classic, Asteroids. This project was completed over a single summer, with all original assets and code.
- <https://github.com/PaulHazelton/AsteroidRetro>

Paid Work Experience

- 2020/05 – Disease Treatment Research for INBRE**
2020/09
- Summer research project with the goal to analyze treatment options for HIV.*
- Developed and analyzed systems of differential equations
 - Co-developed a differential equations solver and optimal control algorithm
- 2019/05 – Graph Theory Research for INBRE**
2019/11
- Summer research project with the goal to explore the Ramsey Number of a family of graphs.*
- Developed a simple tool for manipulating and analyzing graphs
 - Helped find new Ramsey numbers for graphs
- 2017/05 – Sales Clerk for QuikTrip**
2017/10
- Store Cashier and QT Kitchen Cook*

Personal Information

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Technical Skills

Java	C++	JavaScript
HTML	CSS	TypeScript
MySQL	Mongo	MariaDB
Using RESTful APIs		Web Development
Moderate Graphic Design Skills		
Windows	MacOS	Linux

Tool Skills

VS Code	Eclipse	Atom
GitHub	React	Figma
Inkscape	Illustrator	GIMP

Other Skills

Presenting	Troubleshooting
Research	Self-Teaching