

GAGE K. PETERSON

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Education **Brigham Young University–Idaho** Graduating Spring 2016
Bachelor of Science – Computer Science **3.5 GPA**

Software Development Projects:

- **SENIOR PROJECT: Programing Language Interpreter** - Written in OCaml using Monads
 - **Sudoku solver** - Written in Lisp, using backtracking and arc-consistency
 - **FoodNanny** - A inventory tracking system for restaurants, made for a sponsor
 - **FoodNotes** - A project created with 2 other students that tracked food allergies
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<i>Skills</i>	C++	Ruby	React.js	Java
	Clojure	Elixir / Phoenix	OCaml	JavaScript

Experience **Teacher's Assistant** - BYU-Idaho September 2015 - Present

- Graded Homework Assignments of the subjects: Data Structures and Object Orientation
- Tutored Students on the topics mentioned above

Intern - Instructure, *education company making Bridge and Canvas* May-September 2015

- Removed great amounts of duplication in tests via a Ruby DSL
- Created a new vanpool coordination system to replace a manual process
- Created a Google Analytics adapter that worked in React and Ember
- Presented to co-workers through giving 2 technical talks on functional programing principles

Intern - Kyäni, *international nutraceutical company* September-October 2013

- Initiated usability tests in the design process
- Authored a multi-lingual, single-page application in JavaScript

Software Developer - Butterfly Oils, *essential oils distributor* June-October 2013

- Independently developed a content management system for selling essential oils

Service & Community **Volunteer Representative** - The Church of Jesus Christ of Latter-day Saints February 2009-2011

- Looked over 20+ representatives, including providing training on a weekly basis
- Contacted approximately 200 strangers per day
- Spoke in front of 200-300 people bimonthly

Personal Projects Mini-Journal May-September 2015

- An easy git style journaling application written in OCaml

TextBoxes July 2014-August 2014

- A modular rich content editing system using JavaScript and the React.js framework

Jarl August 2014

- Stands for "just another rouge-like". It is a game made in pure JavaScript and CSS3 transitions for the js13KGames competition. It uses prototypal inheritance heavily