# Resume of Gage K. Peterson

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## Education

### Brigham Young University–Idaho

Graduating Spring 2016 Bachelor of Science – Computer Science 3.5 GPA

**Upper Division Classes** - Machine Learning & Data Mining - Artificial Intelligence - Sever-Side Web development - Networking - Algorithms and Complexity

## Software Development Projects:

* **SENIOR PROJECT: Programming Language Interpreter** - Written in OCaml
* **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

## Skills:

*from rough order of most proficient to least* - JavaScript - React.js - ES6 - C++ - OCaml - Ruby - Java - Python - Elixir / Phoenix - Clojure

## Job Experience

### Teacher's Assistant - *BYU-Idaho*

September 2015 - Present

* Graded Homework Assignments of the subjects: Data Structures and Object Oriented Development
* 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 van pool 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 programming principles

### Intern - Kyäni, international nutraceutical company

September-October 2013

* Initiated usability tests in the design process
* Authored a multilingual, 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

## Personal Projects

### Mini-Journal

May-September 2015

*A 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*