

JamesSteele

software developer

about

CS major
Mathematics minor
University of Florida

contact

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programming

JavaScript
(ES2016, node.js)
Elixir (Phoenix)
Python (Django)
CSS & HTML

interests

Back-end web development, front-end web development, brain-computer interfaces, machine learning, combinatorics, functional programming

education

2013-2017 **B.S. in Computer Science** Minor in Mathematics
University of Florida

courses

Fall 2016	Brain-Computer Interfaces <i>Programming a BCI-controlled robot</i>	BCI & Robotics
Fall 2016	Introduction to Combinatorics <i>An intensive introduction to combinatorics</i>	Combinatorics & Abstract Algebra
Spring 2016	Number Theory & Cryptology <i>Mathematical foundation for the field of cryptology</i>	Abstract Algebra
Fall 2015	Markov Chain Monte Carlo <i>Using Markov Chains to solve difficult simulation problems</i>	Machine Learning & Abstract Algebra

projects

2016	Dungeoneer A 2D, top-down dungeon crawler game	Electron & Pixi.js
2016	TigerZone An implementation of the board game Carcassonne	Java & JavaScript
2016	Complex Numbers & Collision Detector Uses quadtrees and the geometric properties of complex numbers to create a collision detection library	JavaScript
2016	Elixir Virtual DOM An implementation of virtual DOM in Elixir	Elixir
2016	JavaScript List Processing An implementation of linked lists and a number of list processing functions in order to facilitate functional programming in JavaScript	JavaScript
2016	Music Player A quick music player created using Electron and Angular	JavaScript (Electron & Angular)
2015	Sahara An e-commerce website built using Django in the back and Angular in the front	Python (Django & Angular)
2015	Colley Rankings A library for computing Colley rankings, a ranking system "with absolutely no influence from opinion, past performance, tradition or any other bias factor."	JavaScript