

Abel Romer

CONTACT INFORMATION	Phone: contact on LinkedIn Email: contact on LinkedIn	LinkedIn: https://www.linkedin.com/in/abel-romer Website: https://www.abelromer.com
EDUCATION	Quest University , Squamish, BC <i>B.A.Sc., Mathematics</i> <i>Sep. 2012 – May 2017</i> Received Presidential and Quest University Canada scholarships for community engagement and academic excellence. Completed coursework in abstract algebra, combinatorial game theory, graph theory, real analysis, number theory, Java programming, theoretical computer science and calculus.	
PROJECT EXPERIENCE	Scheduling Website and API , Vancouver, BC <i>Full-Stack Developer</i> <i>Oct. 2019 – present</i> Designed RESTful API to process scheduling data from CSV into complete multi-week schedule. Built front end environment for user login and data entry using HTML5, CSS and JQuery. Backend data storage with PostgreSQL using SQLAlchemy ORM, request handling in Python-Flask and schedule optimization done with linear programming in PuLP. Personal Website , Vancouver, BC <i>Developer</i> <i>Jun. 2017 – present</i> A static portfolio website built with Python-Flask and Python-Freeze. Designed using HTML5, CSS and JQuery. Deployed using Netlify and Google Search Console. Website located at: www.abelromer.com . Facial Recognition Software , Vancouver, BC <i>Programmer</i> <i>Jun. 2019 – Jul. 2016</i> Designed using Adam Geitgey's face_recognition Python library and OpenCV. Software detects motion in video stream from pixel differences and locates faces using a histogram of oriented gradients (HOG) feature descriptor. If detected faces match known face encodings, individual is named. Otherwise, individual is stored in a database and used to train the algorithm for future exposure. Code located at https://github.com/ahblay/facial_recognition . SET , Vancouver, BC <i>Programmer</i> <i>Feb. 2019 – Mar. 2019</i> An implementation of the card game SET in PyGame. Code located at https://github.com/ahblay/set .	
WORK EXPERIENCE	Grader <i>Jan. 2018 - present</i> The Art of Problem Solving , Online – Reviewed and corrected student submissions for mathematical accuracy, precision, style and clarity. Landscaper <i>Sep. 2019 - present</i> Symbiotic Landscapes , Vancouver, BC – Maintained and constructed hardscapes and softscapes for commercial and private properties. Interpreter <i>Jun. 2017 - Aug. 2017</i> Britannia Mine Museum , Squamish, BC – Presented historical and scientific material in 45 minute tours of the Britannia Mine. Peer Tutor <i>Sep. 2013 - May 2016</i> Quest University Canada , Squamish, BC – Mentored students in calculus, differential equations, spherical trigonometry and rhetoric.	
PROGRAMMING EXPERIENCE	<i>Languages:</i> Python, Java, Javascript, HTML, XML, CSS, L ^A T _E X, JSON <i>Data Technology:</i> PostgreSQL, SQLAlchemy, MongoDB, Pandas, SciKitLearn, Jupyter <i>OS/version control/other:</i> Mac, Linux, Git, GitHub, Microsoft Office	