Raymond L. Belisle

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I'm Raymond Belisle, a programmer and software developer who loves working on programming projects both professionally and in my spare time. I recently completed multiple programming courses through Udacity's Nanodegree program along with lots of independent learning of multiple programming languages. I enjoy working on collaborative projects, helping others with programming, and just about anything involved in the programming process.

I have the most experience in C++, Python, Javascript, HTML, and CSS, but love to learn new languages. I currently work best with Object-Oriented Programming (OOP), but am currently learning Functional programming with languages such as Haskell.

I have been using computers since I was very young and started dabbling with programming in highschool. Software development has been what I have wanted to do as long as I can remember.

Education

- C++ Nanodegree, Computer Programming
Nov 2021 - Feb 2022
-Intro to Programming Nanodegree
Sep 2021 - Nov 2021

Skills

C++ - Python - HTML - CSS - JavaScript - jQuery - SQL
Exposure to PHP - GameMaker Studio (GML)

Hobbies

I spend most of my spare time working on making my own video games. I do my programming for this in Python and GameMaker Studio's GML, which is like a cross of C++ and JavaScript. I have been using GameMaker since I was around 9. I also took an app development course over the summer in highschool.