# Résumé of Gage K. Peterson

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## Education

### Brigham Young University–Idaho

Bachelor of Science – **Computer Science** *3.4 GPA*

Graduating: **July 2016**

**Electives**

Machine Learning & Data Mining, Artificial Intelligence, Sever-Side Web development, Networking, Algorithms and Complexity

#### Software Development Projects:

* [**SENIOR PROJECT: Cog Programming Language**](https://github.com/justgage/cog-lang) - Written in OCaml
* [**Sudoku solver**](https://github.com/justgage/AI/tree/master/project1) - Written in Lisp, using backtracking and arc-consistency
* [**FoodNanny**](https://bitbucket.org/teamfood/foodnanny) - A inventory tracking system for restaurants, made for a sponsor. Written in Java
* [**FoodNotes**](https://github.com/justgage/FoodNotes) - A project created with 2 other students that tracked food allergies. Written in Java

## Skills:

JavaScript, React.js, ES6 , C++, OCaml, Ruby, Java, Python, Elixir / Phoenix, Clojure

## Job Experience

### Sterling Medical - Software Developer

January 2015-Present

* Developing on a mobile app using the Ionic framework

### BYU-Idaho - Teacher's Assistant

September-December 2015 - Graded and Tutored on Data Structures and Object Oriented Development assignments

### Instructure - Software Engineering Intern

May-September 2015

* Created a new van pool coordination system to replace a manual process
* Created a Google Analytics adapter that worked in React and Ember
* Presented 2 technical talks on functional programming principles

### Kyäni - Software Engineering Intern

September-October 2013

* Initiated usability tests in the design process
* Authored a multilingual, single-page application in JavaScript

### Butterfly Oils - Software Developer

June-October 2013

* Independently developed a content management system for selling essential oils

## Sample Projects

[**Mini-Journal**](https://github.com/justgage/mini-journal) - An easy git style journaling application written in OCaml

[**TextBoxes**](https://github.com/justgage/textboxes) - A modular rich content editing system using JavaScript and the React.js framework

[**Jarl**](https://github.com/justgage/jarl) - A game made in pure JavaScript and CSS3 transitions for the js13KGames competition. It uses prototypal inheritance heavily