# Résumé of Gage K. Peterson

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## Education

### Brigham Young University–Idaho

Bachelor of Science – Computer Science 3.5 GPA

Graduating: July 2016

Upper Division Classes

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
* [FoodNotes](https://github.com/justgage/FoodNotes) - A project created with 2 other students that tracked food allergies

## Skills:

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

## Job Experience

### Teacher's Assistant - BYU-Idaho

September 2015 - December 2015

* Graded Homework Assignments of the subjects: Data Structures and Object Oriented Development
* Tutored Students on the topics mentioned above

### Intern - Instructure

May-September 2015

* Created a new vanpool 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

September-October 2013

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

### Software Developer - Butterfly Oils

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

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