

# COLE LAWRENCE

Software Engineering

## EDUCATION

Missouri State University  
BS in Computer Science  
Minor in Mathematics  
Honors 3.96, *Springfield, MO*

## EXPERIENCE

Mobile Web Developer Consultant  
at Mutual of Omaha Bank  
*Lead performance gains with migration of  
HOA Payments app from System.js to Webpack  
Nov 2017-Present, Omaha, NE*

Contract Software Engineer at PayIt  
*Developed government bill payment chatbots  
and business logic flows in Clojure and Java  
Jun 2017-Oct 2017, Kansas City, MO*

Product Engineer at Covalent  
*Recruited and lead team of six in the design and  
development of social meetup app, "Parrot"  
Oct 2016-May 2017, Springfield, MO*

Contract Web Developer at VML  
*Configured Webpack and component sharing  
system for rebuilding Sprint.com in Angular 2  
Jun 2016-Aug 2016, Kansas City, MO*

Contract Software Developer at Mostly Serious  
*Specified and built internal bingo Slackbot  
Feb 2016-Mar 2016, Springfield, MO*

## SKILLS

Programming Languages  
C++, Clojure, Elixir, Go, HTML/CSS,  
Java, Python, TypeScript/ES7

Web Technologies  
Angular 4, AngularJS, Express (Node.js), Phoenix (Elixir),  
React Native, Redux/MobX, rxjs, Webpack

## OPEN SOURCE

Covalent / Garst App  
*TypeScript, Angular Universal, PostgreSQL*  
App to help students find friends to eat with

Watch Together  
*TypeScript, Angular 2, Elixir, Phoenix, PostgreSQL*  
Multiplayer watch, browse, and vote to play

Course Sort  
*Go, AngularJS, Web Extensions API*  
Missouri State course catalog search engine

Undergen  
*TypeScript, NPM*  
Per repository code generation tool (think 'yo')

MOState Events  
*CoffeeScript, Google APIs, Express, MongoDB*  
Browse and administer many Google calendars