SOFTWARE DEVELOPER

COLE MARSTELLER

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PROFILE

Software Engineer
React || Node || .Net

Detail Oriented Software Engineer who works well independently and within a team setting, is able to effectively manage multiple projects in deadline-driven environments, and has a passion for developing engaging consumer experiences.

Consistently seeks out problems to solve and new technologies to learn and share with others.

SKILLS

Skill	Level
Javascript	▮▮▮▮▮▮▮▮▮▮▮▯
React	▮▮▮▮▮▮▮▮▮▮▮▯
Node	▮▮▮▮▮▮▮▮▯▯▯
RESTful APIs	▮▮▮▮▮▮▮▮▮▮▯
AWS	▮▮▮▮▮▮▮▮▮▯▯
Agile Dev	▮▮▮▮▮▮▮▮▮▮▮
Serverless	▮▮▮▮▮▮▮▮▮▯▯
.Net/C#	▮▮▮▮▮▮▮▮▮▯▯
Visual Studio	▮▮▮▮▮▮▮▮▮▯▯
Git	▮▮▮▮▮▮▮▮▮▮▮
CI/CD	▮▮▮▮▮▯▯▯▯▯
React Native	▮▮▮▮▮▮▮▮▮▮▯

EXPERIENCE

- 2 months at 7RS as React Developer
  - Spotlight : Build programmatically updated sidebar listing docs in Gatsby
  Issue-based contract

- 3 Months at CarbonCodex as React Native Developer
  - Spotlight : Implementing existing Swift app in React Native .
  Connecting to and optimizing custom native API's.

- 4 Months at OIA Global as .Net Intern turned Contract
  - Spotlight : .Net development for enterprise scale legacy B2B application
  Fast paced web development for quickly evolving web app
  Brainstorm, workshop, and ultimately execute ideas on
  overall app design as well as specific tool functionality

- 6 Months at Independent Contractor as Full Stack Developer
  - Spotlight : C#/.Net/Javascript/Node
  Build and maintain GraphQL/REST APIs
  React/Gatsby/Next.js/Netlify/AWS/Serverless/Firebase

EDUCATION

- University of Central Florida
  B.Sc., Computer Science (IP)

- Valencia College
  AA., General Studies

PROJECTS

- StampSafe
  React/Redux web app connected to a serverless backend with AWS lambda, dynamoDb, S3, and cognito services and frontend/backend CI/CD pipelines.
- DevContra
  Contribution aggregation display tool for developers hooked up to aws via serverless framework and published as a React component on NPM.
- Doogle
  Angular clone of Google search page using matter.js physics engine and HTML5 Canvas, via javascript library p5.js, to add user interactivity and physics.
- PLIX
  PhaserJS browser game with a React/Redux UI.