SOFTWARE ENGINEER

COLE MARSTELLER

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PROFILE

Junior Developer
Javascript || React || .NET

Detail Oriented Junior Developer 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

Javascript
React
.NET/C#
SQL
Python
Doc Diving
HTML
Azure
Visual Studio
Git Workflow
CSS
Angular

EXPERIENCE

- 2 Months in OIA Global as Software Engineer Intern
  - Spotlight : C#/.Net development for an enterprise scale B2B application
    Used SQL Server Management Studio daily
    3 Sprint Goals accomplished and ~12 bugs squashed
    Established a process for documenting and responding to abnormal page & server load times by presenting on Azure Application Insights
    Mobbed daily on a 5 person team in a Scrum environment

- 5+ years in Epicodus as Student - Junior Developer
  - Spotlight : Conceptualized and built 4 projects, each over the course of 7 days, with 3 teammates
    Utilized Github and Git Workflow on a daily basis
    Became versed in writing DRY code

- 1+ years in Valencia College Math Department as a Tutor
  - Spotlight : Tutored 20+ individual students daily on coursework in Calculus, Trigonometry, and Algebra
    Communicated effectively with each student on how to

EDUCATION

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

- Valencia College
  AA., General Studies

PROJECTS

- Charity Frog
  Ruby on Rails website utilizing PostgreSQL which is partly populated with an API call via HTTParty. Implements userAuth and Stripe API.
- 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.
- Mehtris
  Javascript and HTML5 canvas web browser clone of tetris on the Angular framework and hosted on Firebase. Great exploration into object oriented programming fundamentals.
- PLIX
  WIP browser game built using PhaserJS game engine with a React UI.