

# SOFTWARE DEVELOPER

# COLE MARSTELLER

Ph : 850 420 0769  
E-mail : hire@colemars.dev  
[github://colemars](https://github.com/colemars)  
[linkedin://colemarsteller](https://www.linkedin.com/company/colemarsteller)

# PROFILE

Software Developer  
Javascript || React || .NET

Detail Oriented Software 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

## EXPERIENCE

[illegible]

- 1 Month at Isolary as React Developer
  - Spotlight : Designed and developed grouping clusters for Google Maps markers in React
  - Project-based contract
- 4 Months at OIA Global as Software Engineer Intern
  - Spotlight : C#/.Net development for enterprise scale B2B application
  - Fast paced web development for quickly evolving web app
  - Frequent communication and feedback sessions with Product Owners and Shareholders
  - Consistently met bi-weekly sprint goals and produced daily
  - Brainstormed, workshopped, and ultimately executed ideas on overall app design as well as specific tool functionality
- 5 Months at 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

## EDUCATION

## PROJECTS

- University of Central Florida  
B.Sc., Computer Science (IP)
- Valencia College  
AA., General Studies

- [StampSafe](#)  
React/Redux web app connected to a serverless backend with AWS lambda, dynamoDb, S3, and cognito services and frontend/backend CI/CD pipelines.
- [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 app clone of tetris using Angular framework and p5.js drawing/animation library.
- [PLUX](#)  
PhaserJS browser game with a React/Redux UI.