## **COLE MARSTELLER**

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github://colemars linkedin://colemarsteller twitter://itsacolemars

## **PROFILE**

Junior Developer Javascript || React || Angular

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		EXPERIENCE
Javascript IIIIII React IIIIII noSQL IIIIII PostgreSQL IIIIIII Python IIIIIII Doc Diving IIIIII		• .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  Practiced Test Driven Development  Regularly adapted to and applied new information within a short timeframe  • 1+ years in Valencia College Math Department as a Tutor  Spotlight: Tutored 20+ individual students daily on coursework in
Ruby on Rails IIIIII Git Workflow IIIIIII CSS IIIIII		Calculus, Trigonometry, and Algebra Communicated effectively with each student on how to problem solve and improve learning strategies  • 3+ years in Kona Ice as Sales Manager Spotlight: Designed and implented an easy to use inventory management system, reducing A.M. prep time by 50%, and increasing accountant happiness by 200%  PROJECTS
<ul> <li>University of Central Florida B.Sc., Economics (IP)</li> <li>Valencia College AA., General Studies</li> </ul>		<ul> <li>Charity Frog         <ul> <li>A Ruby on Rails site utilizing PostgreSQL which is partly populated with an API call via HTTParty. Implements userAuth and Stripe API.</li> </ul> </li> <li>Doogle         <ul> <li>A fun Angular clone of the Google search page that uses matter.js, a Javascript physics engine, and HTML5 Canvas, via javascript library p5.js, to add user interactivity and physics.</li> </ul> </li> <li>Ice Fall         <ul> <li>Uses pure Javascript and HTML5 canvas to create a fun interactive game where the objective is to dodge falling objects, accumulating points as you</li> </ul> </li> </ul>

go.