

REACT 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

Javascript 

React

Node RESTful APIs Agile Dev 


Serverless

.Net/C#

Visual Studio 

Git 

CJ/CD

React Native 

EXPERIENCE

- 2 months at 7RS as React Developer
Spotlight : Build programmatically updated sidebar listing docs in Gatsby by 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/React 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
- 8 Months at Independent Contractor as Full Stack Developer
Spotlight : C#/.Net/React/Node
Build and maintain GraphQL/REST APIs
Redux/Gatsby/Next.js/Netlify/AWS/Serverless/Firebase

EDUCATION

- Epicodus
Certificate of Completion
- 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.
- [Google](#)
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.