

## SOFTWARE ENGINEER

# COLE MARSTELLER

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## 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

[illegible]

## EXPERIENCE

- 1 Month at Isology as Software 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 React development for quickly evolving web app  
Frequent communication and feedback sessions with Product Owners and Shareholders  
Individually squashed 23 bugs, and completed 15 user stories  
Mobbed daily on a 5 person team  
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

- 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.
- [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.
- [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.