Cameron P. Basham

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Project Demos
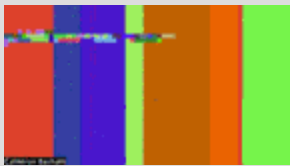cpbasham.github.io

Github
github.com/cpbasham

About Me

- Love programming, gaming, tennis, oatmeal stout, and Peanuts (think Charlie Brown)
- Relaxed and communicative
- Very interested in emulation and the low level workings of computers and programs
- Currently developing my C & C++ skills

Skills

Strong: Java • Javascript/jQuery • Python • Ruby • Pair Programming • Team Communicaton
Proficient: C • Scheme • Processing • Test-Driven Development • HTML5 • CSS3/SASS • Sinatra • Rails • Django • Socket.io • SQL • ORMs
Familiar: C++ • Flex & Bison • Pyrobot

Projects

Mobile Art

Streamer (left) and Eclipse (right) were both part of my exploration into art games and mobile apps using the Processing programming language.

OneShot

A simple item set creator for League of Legends. My first real web app with separate Sinatra and Django backends.

Conway's Game of Life

A Java implementation of Conway's Game of Life. Made while I was studying cellular automata.

Education & Experience

Graduated Dev Bootcamp
(Oct 2015)
19-week intensive web development program

Graduated Sarah Lawrence College (SLC)
(May 2015)
Concentration in Computer Science
Additional study in Japanese and Spanish

SLC Summer Research Program
(Summer 2014)
Explored mobile/touch interfaces for programming on the go
Managed a small team as we implemented a Scheme programming app for Android

SLC Summer Research Program
(Summer 2013)
Learned Framsticks and other evolution modeling applications
Created simple Nao robot API in Python for use by new SLC robotics students

Mathnasium of South Pasadena
(Oct 2010 - Feb 2012)
Managed floor of tutoring center
Collaborated with 3-5 other math tutors to teach students K-12+