Janelle M. Contreras

OBJECTIVE To gain employment as a telecommuting developer building something awesome.

LANGUAGES/FRAMEWORKS

- Excellent command over C, C++, Javascript/jQuery/ajax, Visual Basic, PhP, SQL, Cache (mumps), Swift
- Daily use of HTML5, CSS, Sass, Bootstrap, PhP, SQL
- Experience with Ruby, Perl, Go, Python, C#, Django

CONCEPTS USED

- Proficient with artificial intelligence concepts such as predicate calculus, state space searches, heuristic searches, stochastic methods, and machine learning.
- Excellent skills in the mathematics behind computer graphics rendering, 3d modeling as well as any mathematical programming applications.
- Database work including query writing using SQL type syntax.
- Event/Interrupt driven programming with multithreading and multitasking.
- Using HTML5, CSS, and Javascript/jQuery to create responsive websites that could be turned into hybrid apps using Cordova/PhoneGap.
- Open source tools/development and versioning through Github.
- Created and used APIs using both data interchange formats like JSON and XML as well as functional in any language.
- Extremely skilled in problem solving and working in a team environment.

EDUCATION

Ellis University
Masters in Computer Science
June 2010

Oregon State University, Cascades Campus
Education Double-Degree, Secondary Mathematics
June 2007

University of West Florida
B.S. in Computer Science
August 1999

Portland State University
B.S. in Mathematics
August 1996

PROFESSIONAL EXPERIENCE

Web Developer, Western Communications, Bend, OR (July 1, 2013 - Present)
Worked with team of engineers and journalists to create and maintain news websites. This included developing many tools for users to interface with the CMS.

Mathematics Teacher, Summit High School, Bend, OR (Sept 2007 – June 2010)
Taught all levels of high school mathematics through creative hands on or discovery style lessons.

Software Developer, Pioneer Electronics – San Diego, CA (Nov 2001 – Jun 2003)
Our team was responsible for beginning development of one of the first Linux based embedded operating systems for a HD television set top box and DVR. We were middleware focused and therefore had to interface with both the hardware API's as well as create an API specification for the company developing the user interface that would later be added.

Software Developer, Panasonic, MTNC – San Diego, CA (Sep 2000 – Nov 2001)
Developed both higher-level user interface code for televisions as well as lower hardware level software that would be embedded in the hardware (EEPROMs for dev). Many times we were able to work at a very low logic level with systems such as remote control IR blaster logic.