

James Gisele

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DEVELOPMENT EXPERIENCE

Recurse Center, Participant — January 2023 – March 2023

Spent 12 weeks programming at the edge of my abilities alongside a cohort of other developers, from senior engineers to absolute beginners. Primarily focused on picking up the fundamentals of graphics programming and Rust.

- Built a 3D software renderer in Rust that renders triangle meshes from OBJ files. Implements perspective projection, directional shading, z-buffer ordering, a movable camera, and screen/view frustum clipping.
- Wrote a double slit experiment simulator using Bevy (a Rust game development engine), GLSL, and WGSL (WebGPU). App simulates configurable interference patterns for both light and matter (particles).
- Facilitated reading group for the graphics programming book *Real Time Rendering*
- Pair programmed regularly to improve technical communication and practice generous learning

Signa/Evernorth, Software Engineering Lead Analyst — March 2022 – December 2022

Worked on web development team at insurance company to build out new internally-facing applications in ReactJS and Python Flask, as well as supporting legacy ColdFusion/jQuery applications. Built React application to support call center representatives in aiding customers, refactoring a complex decision tree to remove bugs and improve user experience. Provided support and troubleshooting for legacy applications, streamlining logic, updating functionality, and assisting users as necessary. Worked closely on small team using Agile methodology, collaborating and communicating closely so as to best support userbase.

Haverford College, Digital Scholarship Developer — September 2018 – May 2019

Performed web development for the Haverford College Libraries. Conducted front-end design and development for websites displaying research initiatives pertaining to documents in the Haverford College Special Collections. Redesigned the front end of a Django application, providing a cleaner, more usable interface. Used the Google Cloud Vision API's OCR capabilities to output text from 60,000+ scanned obituaries, then wrote a parser to translate the output to a standard citation format.

SKILLS

Languages and Frameworks: JavaScript, Python, Rust, React, Svelte, Node/Express, Flask, Django, Bevy, GLSL/WGSL, HTML5, CSS3/SCSS

EDUCATION

Haverford College – Philadelphia, PA

Bachelor of Arts, major in English, minor in Physics, May 2019, 3.7 GPA

ADDITIONAL WORK EXPERIENCE

Freelance, Landscaper – June 2021 – March 2022

Freelance horticultural landscaper in the Philadelphia area. Worked with each client to determine their needs and how best to create aesthetic and functional growing spaces for their needs and maintenance ability.

Down to Earth Farm, Farm Apprentice – November 2020 – June 2021

Full time farm apprentice on a small market and CSA farm in Jacksonville, Florida.

New Orleans Public Library, Library Associate — August 2019 – August 2020

Gained excellent communication, conflict management, and customer service skills. Worked closely with a team of 14, developing ability to collaborate effectively with diverse groups on shared projects.