JASON MOULE

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EDUCATION

Oregon State University   *Corvallis, Oregon*
Bachelor of Science in Computer Science   Exp. graduation: September 2020
GPA: 4.0 (All courses completed)

University of Colorado   *Boulder, Colorado*
Master of Arts, Economics

California State University   *Chico, California*
Bachelor of Arts, Economics (Minor:
Business Administration)

EXPERIENCE

Oregon State University, College of Engineering   *Corvallis, Oregon*
Teaching Assistant   2019
- Advised and instructed students working on software projects (C++)
- Evaluated students code and style with eye on future improvement
- Answered questions both specific (office hours) and general (class forums)

Moule Paint & Glass   *Grass Valley, California*
Glazier   2020
- Custom fabrication and repair of glass and windows

Department Manager   2003-2018
- Managed all aspects of glazing contracting business
- Duties included budgeting, personnel management, purchasing, estimating, and marketing

University of Colorado   *Boulder, Colorado*
Graduate Part-Time Instructor   1999-2002
- Instructed undergraduates in various required courses
- Duties included preparing and delivering lectures, designing course work and student evaluation

SELECTED PROGRAMMING PROJECTS/INDEPENDENT STUDY

- **Studioman –** SPA website with Go/Postgres backend (https://studioman.0x.e3b0c442.io) – Web-based Studio management system with roster management and multi-party scheduling
- **Warp Jockey** – C++ program: Old-school console space exploration game using OOP including inheritance and polymorphism.
- **Recibase** – Python/Flask website (https://group47-recibase.herokuapp.com) – 2 person team project using MySql database, Flask backend and templates with JavaScript/HTML/CSS.
- **Robots!** – Python PyGame and C# Unity game – port from memory of classic 1980s game (originally called Daleks).
- **YachtSide** – C# WPF Dice game with computer player & saved scores
- *Dataquest.io* online courses – completed 'Data Scientist in Python'
- *Udemy – Complete C# Unity Developer 2D* – completed 200+ lecture course on Unity / C#, including making 5 complete games.

PORTFOLIO

https://majule.github.io/

COURSEWORK

- Intro to C.S. I & II (C++)
- Discrete Structures (Math)
- Computer Architecture & Assembly Language (MASM)
- Data Structures (C)
- Web Development (HTML, CSS, Javascript, Express, AJAX, Node)
- Analysis of Algorithms (Python)
- Intro to Databases (MySql, Flask)
- Operating Systems (Bash, C)
- Intro to Networks (Python, C)
- Software Engineering I (Agile, C++)
- Software Engineering II (Testing, CI, Python, unittest)
- Data Analytics & Applied Machine Learning (SPSS, Watson Studio)
- Cloud Applications (Google Cloud, OAuth2, Datastore, Flask)
- Capstone Project (Go, Postgres, Postman)

SKILLS

Computer languages:
Python, C++, C#, C, SQL, Go, HTML, JavaScript
Frameworks:
Flask, Gin, .NET, WPF, Unity, Node, Express, Google Cloud
Languages: English (Native)
General Computer:
Windows, Linux, Excel, Visual Studio, Visual Code, Atom, git, GitHub, Postman

HOBBIES / INTEREST

✈ World Travel / Photography

🎮 Computer Gaming & Game Dev

📖 Books (Esp. Sci-Fi)