Nemanja Komar

Ph.D. Candidate / Programmer

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Specializing in computer modeling of nutrient cycling (e.g. carbon, phosphorus) during the past climate events. Seeking a programmer or web developer position.

Skills

LANGUAGES
Python
Java
C#
JavaScript
HTML

PLATFORMS
Matlab
Django
Unity3D
Android

Education

University of Hawaii at Manoa
Ph.D. Candidate Geochemical Oceanography 2017
M.S. Geochemical Oceanography 2012
B.S. Global Environmental Science 2009

Employment

University of Hawaii, Department of Linguistics
Web Developer/Programmer — Honolulu — January 2017 to Current
- Maintenance and improvement of The Endangered Languages Project website.
- Reduced loading time of certain pages by over 90%.

University of Hawaii, Department of Oceanography
Research Assistant — Honolulu — August 2008 to Current
- Develop numerical models of nutrient (e.g carbon, phosphorus, calcium) cycling during past climate events.
- Analyzed large amounts of numerical data produced by a super computer by writing proprietary shell scripts in Linux.

University of Hawaii at Manoa
Assistant Data Processing Coordinator — Honolulu — September 2006 to May 2009
- Worked with computer hardware and software (MS Office, Secure Shell, ZEKE).
- Learned general office work and helped train newly hired assistants.

Publications/Projects

Android Game Discovery Website
February 2017 to Current
- Currently developing a dynamic website for mobile games discovery.
- Created full-stack using Django.

Calculator
January 2017 to January 2017
- Built and designed a simple calculator in JavaScript and HTML as a requirement for FreeCodeCamp front-end developer certification.

Personal Website
October 2016 to Current
- Built a personal website as a requirement for FreeCodeCamp front-end developer certification.

Do Not Connect 4, Android and iOS video game
September 2015 to December 2015
- Developed and designed an Android and iOS game in C# using Unity3D.
- Implemented real-time mutiplayer.

Final Dash, Android and iOS video game
June 2014 to February 2015
- Wrote and designed an Android and iOS game in Java using libGDX framework.
- Implemented real-time cross-platform multiplayer.

Solar system stability simulation on an HPC cluster
February 2013 to June 2013
- Wrote Linux shell scripts to analyze terabytes of the numerical output from a high computing cluster.

Long-term carbon-phosphorus-calcium cycle model
Fall 2009 to Current
- Co-created a computer box model that efficiently computes partitioning of carbon between ocean, atmosphere, and sediments on variety of time scales.

Published several studies as the first author using the aforementioned computer model:
- Calcium and calcium isotope changes during carbon cycle perturbations at the end-Permian, Paleoceanography, 115-130, 2016.
- Understanding long-term carbon cycle trends: The late Paleocene through the early Eocene. Paleoceanography, 2013.
- Changes in oceanic calcium from enhanced weathering did not affect calcium-based proxies during the Paleocene-Eocene Thermal Maximum. Paleoceanography, 2011.