JAMES O'NEAL

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EDUCATION

Oregon State University   June 2017
Bachelor of Science, Applied Computer Science
Game Design and Simulation

TECHNICAL SKILLS

Languages: C/C++, CMD, Bash, Python, Javascript, SQL, PHP, HTML
Tools: Visual Studio, OpenGL, OpenMP, DHTMLX, Github, La TeX

WORK EXPERIENCE

Cosine IT Services   Corvallis Oregon
Helpdesk Analyst   *Sept. 2014 - June 2017*
· Resolve technical issues in person, on the phone, and through email
· Troubleshoot various hardware, software, and networking issues
· Build and deploy Windows/Mac desktops and laptops

tag.bio   Remote
Statistical analysis & front-end development   *Sept. 2016 - Dec. 2016*
· Front end development using AngularJS and D3
· Develop JSON protocols to interface with a database
· Create reports on statistical output

PROJECTS AND COURSEWORK

Energy Efficiency Center   Corvallis Oregon
Student Developer   *Sept. 2016 - June 2017*
· Full stack development of internal website
· DHTMLX Gantt chart integration
· Delivery and implementation of final application

Game and Simulation
Applied CS Option
· Concurrent & Parallel Programming Solutions
· Calculus Based Physics
· Graphics Shaders

References Upon Request

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