

# James Steimel

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## EDUCATION

### University of Missouri – Saint Louis

#### ■ B.S. in Computer Science

Sep 2013 – May 2017

- Overall GPA: 3.16 / Degree GPA 3.60
- Relevant Coursework: object-oriented programming, computer organization and architecture, design and analysis of algorithms, program translation, operating systems, cyber security, iOS application development, system programming and tools, web design

## WORK

## EXPERIENCE

### University of Missouri – Saint Louis

#### ■ Undergraduate Teaching Assistant in the Math Department

Nov 2014 – Jan 2017

- Collaborated with instructor in lab preparation and execution for math courses
- Provided tutoring in College Algebra, Trigonometry, and Statistics

### Pi Pizzeria – Central West End – Saint Louis

#### ■ Lead Bartender

Dec 2009 – Jan 2014

- Trained new bartenders on guest service standards and restaurant protocols
- Handled inventory management and created new craft cocktails

## SKILLS

**Languages:** C, C++, Java, Swift, Objective-C, HTML, JavaScript

**Tools & Frameworks:** Git, GitHub, Eclipse, XCode, UNIX systems

## PROJECTS

### Multiple iOS Game Applications (Poker, Hangman, Memory)

- Designed iOS applications using Test Driven software development process
- Implemented Apple's Model-View-Controller communication pattern
- Created animations using iOS Core Graphics framework
- Developed an algorithm to test for all 2,598,960 possible 5-card poker hands
- Implemented an AI player with adjustable difficulty

### University of Missouri – Saint Louis Music Department Communication Application

- Designed GUI that scales to any device using Bootstrap framework
- Used Scrum as an Agile framework to organize teamwork on this project

### Information Security Framework Application

- Developed to allow Corporate Information Security Professionals to more efficiently manage their information security policy and associated controls
- Worked with server team to create a cross-walk of multiple information security frameworks
- Developed JSON data structures for incorporating additional frameworks and revisions to current frameworks
- Gained experience with Agile methodologies while working on this open-source project

### Compiler – Translating Course Language to Assembly Language using C/C++

- Front End – Developed a Finite State Automata using table and driver method to transform source code into tokens in a parse tree
- Back End – Developed a Code Generator using basic C semantics to transform a parse tree made up of tokens into Assembly Language to be run on a designated Virtual Machine
- Back End – Handled storage allocation in said Virtual Machine using local variables
- Compiler successfully detected all semantic errors and generated working assembly language code for all given source code

## ACHIEVEMENTS

- Dean's List for 5 of 6 semesters while enrolled at University of Missouri – Saint Louis
- National Merit Scholarship Commended Student