
JAMES STEIMEL

SOFTWARE ENGINEER

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EDUCATION

B.S. in Computer Science // University Of Missouri - St. Louis // Graduated 2017

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

EXPERIENCE

Teaching Assistant // University of Missouri - St. Louis // Math Dept. // 2014 to 2017

Collaborated with instructors in lab preparation and execution for math courses. Provided tutoring in College Algebra, Trigonometry, Statistics, and Calculus I. Trained new assistants on department standards.

SKILLS

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|-----------------------|--------------------|------------------------|
| - C / C++ | - jQuery / MySQL | - Git / Github |
| - Java / JSP | - HTML / CSS | - Xcode / Eclipse |
| - Swift / Objective-C | - JavaScript / PHP | - UNIX / Linux systems |

SELECTED PROJECTS - <https://github.com/thetotaljim>

Compiler - Translating Code into Assembly Language // Spring 2017

Developed a finite state automata that transforms source code into tokens stored in a parse tree using table and driver method. On the back-end, created a code generator using C semantics that converts the parse tree into assembly language code for use with a designated virtual machine.

iOS Applications (Poker, Hangman, Memory) // May - Dec 2016

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.

Information Security Framework Application // Spring 2017

RESTful Application developed to allow corporate information security professionals to more efficiently manage their information security policy and associated controls. Worked with server team to develop a cross-walk of multiple information security frameworks. Developed JSON data structures for incorporating additional frameworks and revisions into current frameworks. Gained experience using Agile methodologies while working on this open-source project.

UMSL Music Department Communication Application // Spring 2017

Designed GUI that scales to any device using Bootstrap framework. Used Scrum as an Agile framework to organize communication between project team members and the customer. Participated in capturing and tracking the customer's requirements, as well as modifying the project to fit their changing needs.

AWARDS

Dean's List // University of Missouri - St. Louis // 5 of 6 semesters between 2014-2017
