Jermaine Easterling

Software developer



P Darlington, SC



https://webDva.github.io https://github.com/webDva https://twitter.com/webDva

Professional profile

Renewing a passion for software development that began ten years ago, became engaged in a campaign of learning modern web development since January 2017. Currently seeking to progress software engineering and computer science skills with great ambition.

Passionate about computing technology. Exercises determination when solving challenging problems. Collaborative and supportive. Industrious and practices excellent time management. Confident in analytical ability. Willingness to learn new concepts and technologies. Adopted a set of professional ethics that embraces service to others, positive leadership, and ethical behavior.

Technical skills

- Front-end development knowledge: Javascript/Typescript, HTML5, and CSS3 skills; knowledge of Angular, React, Node. is, and PostgreSQL; HTML5 game development skill
- Game development experience: game design, user interface development, game architecture planning; able to use game development experience to become a creative problem solver
- Knowledge of computing technology: understanding of computer architecture and networking internals
- Familiarity with programming languages: Java, Python, Perl, C/C++, x86 assembly language

Career development

- Currently designing the architecture for a traditional roguelike game
- Currently developing an HTML5 puzzle game with the goal of creating a feature-rich and polished web app
- Started a project to learn how to invert a binary search tree in an effort to learn data structures and algorithms
- Made a portfolio website in order to learn modern Angular and web design; practiced using CSS3 animations
- Created a 2D platformer game, gaining exposure to Typescript and ES6
- Created first web game while also gaining experience with responsive web design using CSS3 media queries
- Created an <u>url shortener</u> to learn AngularJS, Express.js, Node.js, and PostgreSQL; designed and implemented a simple REST API