

JASON HELLER

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PROFILE

An enthusiastic, meticulous developer with half a decade of diverse programming experience looking to begin a career in software development, learning how to build and maintain APIs and frameworks that are resilient, scalable, and efficient.

EXPERIENCE**Freelance Programming**
2019 - 2021

Completed open-source applications/projects for the purpose of demonstrating conventional computer graphics.

Backend Developer Intern
Binghamton, NY
2019

Assisted in developing backend RESTful microservices for database management and article editing for use by the University's news outlet.

Java Tutor
Nanuet, NY
2014 - 2015

Structured and taught an introductory course in programming fundamentals, with a focus on game development.

PROJECTS**Whirlpool Application**
2021

Wrote a conventional Java swing application, allowing for the visualization and editing of the .sm/.ssc format.

Java/OpenGL 3D Game Engine
2020 +

Game engine written from the beginning featuring: 3-dimensional procedural generation, dynamic shadows, built-in GUI system, and a building system.

NetSciDraw – Front End
2019

Architected and implemented the frontend using Javascript, with a team of two project managers, a web page designer, and a UI designer.

Computer Graphics And Shaders
2015 - 2020

Wrote implementations of various conventional 3D graphics techniques, such as point based lighting and multiple render targets.

TECHNICAL**Programming Languages:**

Proficient: Java, Javascript, Python, R, GLSL (OpenGL), HTML, GML

Familiar: C++, C, CSS

Tools & Software:

Microsoft Visual Studio; Eclipse; Git; Microsoft Word; Microsoft Excel; RStudio; VS Code; JUnit; Blender; CAD

EDUCATION

2015 - 2020

Binghamton University
B.A. Actuarial Science