James Martin

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Programming

Technical Skills

• Languages: Java, C#, Haskell, Racket (Scheme, Lisp), HTML, CSS

Tools: Git, Eclipse, EmacsBug squashing: GitHub issues

• Documents: Microsoft Office (incl. Word, Excel, PowerPoint)

Systems

Server Skills

• TLS & Certs: A+ rating on SSLLabs, ECDHE, RSA, Let's Encrypt, DNS CAA, OCSP, HSTS

• Operating Systems: Linux (esp. Debian, desktop & server), Windows (XP, 7, 8)

Protocols

• Can write packets by hand: HTTP

• Implemented: HTTP, IRC, Minecraft Protocol, and protocols I have made myself

• Very familiar: IP, TCP, UDP, TLS/SSL, HTTP/2

Major Projects

Games

- Minecraft clone, written in C# using the Unity game engine

- * Procedural content generation using Simplex noise
- * Networked multiplayer mostly implemented
- * Hand-written mesh generation and optimization
- * Map editing and world save files
- Mario-like platformer game with a map editor and saving
- Language Extensions: An event system for Java using reflection
- Programming Language Implementations: Dozens of Lisps

Education

Formal

2015 - Present — Hazen High School

- Multiple college-level and honors courses, including AP Computer Science
- GPA (4.0 scale): 3. TODO WHEN GRADES RELEASED

Independent

In addition to previously listed skills, I have obtained:

- Intimate familiarity with how computers function at a low level
 - CPU design
 - Operating systems: Kernels, memory management, scheduling, syscalls, filesystems, BIOS/UEFI, boot-loaders
- Deep understanding of programming languages
 - Compiler construction and interpreters
 - Type theory (polymorphic, dependent, linear, noncommutative) is the logic and structure
- Logic: Classical logic, sequent calculus, etc

Experience

2017 - Present — Java Developer — Hazen Robotics Club

- Built foundational abstractions that drive the entire codebase
- Dramatically simplified the manual control mode by implementing a dataflow system
- Lead programmer for the autonomous Al-driven mode
- Improved organization and productivity by introducing and teaching Git to the team

2012 - 2015 — Java Developer, Admin, Owner — The Mining Dead

- Began at eleven years old
- Managed a **community of hundreds**, 60+ concurrent connections at peak hours
- Wrote custom functionality, the main features of the server, with many thousands of lines of code
- Ran custom Linux VPS paid for by the community
- Used web servers and the "Bungee" reverse-proxy, Technic Solder content distribution