James Martin

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Website — GitHub — LinkedIn

Technical Skills

Programming Languages

- Proficient: Java, Haskell, Agda (which I use for formal program verification)
- Familiar: C#, Racket, HTML5

Various Tools

- Organizational: Git, GitHub issues, GitHub projects
- Documents: LaTeX, Microsoft Office (including Word, Excel, and PowerPoint)

Systems-related

- Linux: Use of Debian on desktop and server
- Protocols: Implemented HTTP, IRC, Minecraft Protocol, familiar with others
- TLS: Perfect score (A+) on SSL Labs

Major Projects

- 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

Formal Education

2015 - Present — Hazen High School

- Rigorous curriculum including many AP courses and a zero-period
- Extracurriculars: marching band, jazz band, robotics club

Independent Study

- The design and implementation of CPUs and operating systems
- The construction of compilers and interpreters
- Homotopy type theory, which is related to programming language semantics

Experience

2017 - Present — Java Developer — *Hazen Robotics Club*

- Designed and built abstractions that are prevalent throughout the entire codebase
- Simplified the manual control mode by implementing an event-based input system
- Improved productivity by instilling best practice guidelines and assisting teammates with Git

2012 - 2015 — Java Developer, Admin, Owner — *The Mining Dead (Minecraft Server)*

- Wrote thousands of lines of custom functionality, making up most of the gameplay
- Managed a community of hundreds, with 60+ concurrent connections at peak hours
- Began at eleven years old