



Octo-Docs

# Team Inventory

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Dr. James Palmer

Garrison Smith

Peter Huettl

Kristopher Moore

Chase Mosteller

9/12/17

# GARRISON SMITH

602-299-7025  
gts35@nau.edu  
Major: Computer  
Science



## EDUCATION

### HIGH SCHOOL DIPLOMA | THUNDERBIRD HIGH SCHOOL

AUG 2010 – MAY 2014

### BS – COMPUTER SCIENCE (IN PROGRESS) | NORTHERN ARIZONA UNIVERSITY

AUG 2014 – PRESENT



## EXPERIENCE

I do not have any experience working in the field of computer science on a business standpoint but many years of schooling has taught me a lot about programming, timekeeping on projects, and what businesses are looking for in employees



## SKILLS

- Programming Experience in C, C#, C++, Java, JavaScript, HTML, SQL, PHP, Assembly, and Python.
- Project coordination and management.
- Organization of what is important on projects and in teams Leadership skills



## INTERESTS

My interest as a computer scientist has always been about the computer itself and how we can talk to that computer. Many nights I have stayed awake thinking about what my computer feels or if it could feel. Artificial intelligence has always been a thought for me but my main interests would have to be critical thinking skills in video games and card games such as magic or skyrim.

# KRISTOPHER MOORE

928-219-6564  
krm363@nau.edu  
Major: Computer  
Science



## EDUCATION

### HIGH SCHOOL DIPLOMA | MOHAVE HIGH SCHOOL

AUG 2008 – MAY 2012

### AS – COMPUTER SCIENCE | MOHAVE COMMUNITY COLLEGE

AUG 2013 – MAY 2016

### BS – COMPUTER SCIENCE (IN PROGRESS) | NORTHERN ARIZONA UNIVERSITY

AUG 2016 – PRESENT



## EXPERIENCE

### TECHNOLOGY CONSULTANT | FAIRWAY CONSTRUCTORS / LUDWIG ENGINEERING

MARCH 2013 – PRESENT

- Consulted and directed large scale software and hardware installations for the Arizona Division.
- On site and remote management of Business class servers, with ranging interfaces from GUI (Windows Server) to command line (Linux).



## SKILLS

- Programming Experience in C, C#, C++, Java, JavaScript, MIP, Assembly, and Python.
- Project coordination and management.
- Creation of tools and applications to collection, process, and make applicable projections.



## INTEREST

As a programmer and a gamer, most of my extracurricular activities are related to logic, mathematics, or data in some way. I like to spend my time working out implementations of code ideas, or reverse engineering interesting functions. I also have a passion for computer simulations and theory crafting, focusing on optimizations and efficiency in games like World of Warcraft.

# PETER HUETTL

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ph289@nau.edu  
Major: Computer  
Science



## EDUCATION

### HIGH SCHOOL DIPLOMA | KOFA HIGH SCHOOL

AUG 2010 – MAY 2014

### BS – COMPUTER SCIENCE (IN PROGRESS) | NORTHERN ARIZONA UNIVERSITY

AUG 2014 – PRESENT



## EXPERIENCE

### ITS APPRENTICE PROGRAMMER | NORTHERN ARIZONA UNIVERSITY

MARCH 2016 – PRESENT

- Develop websites for NAU using various front-end frameworks
- Acts as a team lead to fellow student workers on several projects

### SOFTWARE DEVELOPMENT INTERN | AT&T ENTERTAINMENT GROUP

JUNE 2017 – AUGUST 2017

- Developed deep app linking capability for Android application
- Worked in an agile development environment with daily scrum meetings

### WEB DEVELOPMENT AND LAB TA | NORTHERN ARIZONA UNIVERSITY - SICCS

SEPTEMBER 2015 – PRESENT

- Work developing EZ Pair, a pair programming helper site
- Also developed EZ Test to simplify test seating arrangements for a class



## SKILLS

- Extensive experience with JavaScript and JavaScript frameworks (Angular 1+, React, jQuery)
- Familiar with full stack of web development technologies, HTML, CSS, ASP.NET, C#, PHP, SQL
- Experienced with C, Java, Python, and Scheme languages
- Working in a team environment and appropriately delegating tasks



## INTERESTS

Being an avid web developer, I am interested in new front-end and back-end technologies and libraries. I am also particularly interested in cutting edge techniques such as machine learning and genetic programming. I have also dabbling in the creation of video-games/3d modeling as they are a personal hobby of mine.

# CHASE MOSTELLER

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Major: Computer  
Science



## EDUCATION

**HIGH SCHOOL DIPLOMA | BASHA HIGH SCHOOL**

AUG 2009 – MAY 2013

**BS – COMPUTER SCIENCE (IN PROGRESS) | NORTHERN ARIZONA UNIVERSITY**

AUG 2014 – PRESENT



## EXPERIENCE

**TECHNICAL SUPPORT | PETEXEC**

MAY 2014 – AUGUST 2017

- Resolved issues related to the Petexec software.
- Creating documentation for external and internal use.
- Experience in team building and finding methods for improving the tech support experience.



## SKILLS

- Programming Experience in Java, Python, C, C++ and MATLAB.
- Project coordination and management.
- Using modeling software such as SolidWorks, AutoCAD and Autodesk.



## INTERESTS

My main interests are programming for tools that assist communication or gaming, building random or requested objects in SolidWorks, and studying anything diet related. I have always been interested in things I may not be able to understand and advances in technology. I like to try to understand the thought process behind people who have the ability to work extensively on projects as well as how teammates, professional players handle situations in multiple fps shooters.