

JAMES I. F. WALKER

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PROFILE

Computer Science & Mechanical Engineering double major at Oregon State University (3.83 GPA, honor roll every term) building toward robotics and autonomous systems. Full-stack JavaScript and C++ developer with a testing and CI/CD habit, self-funding both degrees while working. Seeking remote software engineering internships or junior roles — practiced in self-directed, deadline-driven work and async collaboration through GitHub, Asana, Teams, and Discord workflows.

TECHNICAL SKILLS

Languages: JavaScript (Node.js), C++, HTML5/CSS, x86 Assembly (MASM); Python (familiar)

Web & Frameworks: React, Express, RESTful APIs, Phaser 3, MongoDB

Testing & DevOps: Jest, Cypress, GitHub Actions (CI/CD), Docker, Git/GitHub, Agile

Environments: Linux, WSL, Windows, VS Code, Visual Studio, JetBrains IDEs, WinDBG; AI-assisted development (Claude Code, ChatGPT)

PROJECTS

Dance Dance Degenerates — web rhythm game | 4-person team — Web Development (CS 290) final Dec 2025

Phaser 3, Express — plays real osu!mania beatmaps with live hit detection and an online leaderboard

- Built the osu! beatmap parser and normalizer at the core of the game — converting real .osu files into normalized note data consumed by the timing and note-spawning systems.
- Implemented the user-asset pipeline: audio loading with user prompting, plus user-selected image and video gameplay backgrounds; scaffolded the initial project structure and Phaser template.
- Drove project management for the team: proposed Phaser as the engine, set up Asana, Discord, and the GitHub repository with roles and a feature-branch / pull-request workflow.
- Earned 100% and selection to the instructor's project “hall of fame” — shown as an example to future students of the course.

Team software project | Software Engineering I (CS 361), Python Winter 2026

- Assumed design and planning leadership after attrition of the original lead; learned Python during development, implemented core functionality, and manually tested the full application.
- Created standardized GitHub issue templates adopted for all team members' required issues.

Repository engineering & CI/CD — team project | Software Engineering II (CS 362) Spring 2026

- Owned repository engineering — settings, permissions, branch rules, npm scripts, ESLint — and built the GitHub Actions CI/CD pipeline: automated test runs, build artifacts, GitHub Pages deployment, and incremental release versioning.
- Wrote unit and integration tests with Jest, Testing Library, Mock Service Worker, and Cypress across individual course assignments.

Full Stack Open | University of Helsinki — self-directed 2021 – 2022

- Completed parts 0–8 of the well-known full-stack curriculum — React, Node/Express, MongoDB, REST, testing, GraphQL — self-directed, prior to formal CS coursework.

EDUCATION

Oregon State University — B.S. Computer Science & Mechanical Engineering (in progress, part-time) 3.83 GPA

Specialized CS pathway with a custom robotics/AI focus; ME Robotic Control option. Honor roll every term.

Portland Community College — A.A.S. Welding Technology (2018); ongoing CS/math transfer coursework via OSU's Degree Partnership Program

WORK EXPERIENCE

Freelance Web Developer | Birdie Time Pub — mini-golf bar, Portland, OR 2023 – 2024

- Built and delivered a paid React scorecard web app: six players with independent component state, input validation with score clamping, and screenshot export via html2canvas; deployed via GitHub Pages for embedding in the venue's WordPress site. Invited back for further paid feature work; provided minor maintenance through late 2024.

Bartender / Barback | The Matador, Portland, OR Sep 2022 – Jun 2026

- Nearly four years at one of Portland's busiest bars while maintaining a 3.83 GPA — solo-run morning shifts, de facto shift lead when no manager was on the clock, high-volume service on Toast POS.

Earlier: additional high-volume hospitality roles (2019–2022); structural steel fabrication at Vigor Works LLC (2019); full history on LinkedIn.