

# Jonathan Beck

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<https://javaiii-kirkwood.azurewebsites.net/>  
[Github.com/Beck-Jonathan](https://github.com/Beck-Jonathan)  
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<https://play.unity.com/u/hipcheck77>

**OBJECTIVE** To be part of an innovative team applying my expertise in computer programming and software development tools

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## Technology Summary

- **Software Practices-** GitHub, Scrum, UML, Pair Programming, Agile Practices, XML Comment Standards, Use Case Documentation, Sprint Goals, Refactoring, Unit Tests
- **Languages –** C#, Java, T-SQL, MySQL, JavaScript, Python, HTML, CSS, XAML
- **Technologies –** SAP.NET MVC, ADO.NET, WPF, JSP, Servlets, SQL, jQuery
- **IDEs:** Visual Studio, Visual Studio Code, IntelliJ IDEA, Bluejay, MySQL Workbench, Unity

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## Other Skills

- **Leadership:** Scrum Lead for capstone, Lead Tutor in three subjects for Pearson.
- **Excellence:** Maintained a 4.00 at Kirkwood
- **Team Player:** Worked closely with colleagues to overcome expected and unexpected hurdles. Developed new training material to improve team performance and meet client needs.
- **Customer Service:** Provided quality support in a variety of subjects with adapting to new client needs.

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## EDUCATION/CERTIFICATION

### KIRKWOOD COMMUNITY COLLEGE, CEDAR RAPIDS, IOWA

**A.A.S. COMPUTER SOFTWARE DEVELOPMENT** (May 2024)

**Certificates:** Java Programming, .Net Programming (May 2024)

### IOWA STATE UNIVERSITY AMES, IOWA

**B.S. FINANCE** (May 2010)

**Minors:** Economics, Entrepreneurial Studies (May 2010)

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## Technical Class Completed by Language/Technology

- Java: Java I, II, III, Data Structures
- C#: .Net Development I, II, III, Capstone, 2d game Development
- Web Intro to HTML, Client-Side Scripting
- UML: Structured Systems Analysis, Java II, III, Relational Databases
- MySQL/TSQL: Relational Databases
- Python: Intro to programming logic
- Unity: 2d game development
- Other: COMPTIA A+ Certification

## Major Projects [Links available at <https://javaiii-kirkwood.azurewebsites.net/> ]

- **Capstone** – Part of a 15-member team in a year long project to design and build a multi-user, n-tier data-driven application with desktop and web front ends. Project included a shared repository on GitHub, Scrum-style project management, unit tests, and student led teams.
- **.Net II/III Final Project** – *Individual project to design and built a database for a youth sports league with a desktop front end. Project featured multi-user support, n-tier architecture, a hand-scripted database, unit tests, loosely coupled components coded to interface.* [“.Net II Final Project”]
- **Java III** – *Individual project to design and build a database for a youth sports league with a web front-end. Project featured new user registration, multi-user support, MVC architecture, Java Server Pages, Java Servlets, hand-scripted database, responsive web design* [“Java Personal Project”]
- **Client-Side Scripting** – *Individual project to create a web form with responsive design, jQuery validation, Bootstrap elements, CSS and HTML.* [“Client-Side Scripting Final Project”]
- **Honors** – Individual project to create a code generator, that takes a defined set of tables, and creates self-compatible code for:
  - **MySQL and TSQL:** *Table definitions, common stored procedures.*
  - **C#/.Net:** *Code for XAML window, Presentation Layer, Logic Layer, Data Access Layer, Data Objects.*
  - **Java:** *Code for JSP, Servlet, Models, Model DAOs:*[“Honors Project”]
- **2d Game Development** - *Individual project to create a fully featured 2d game with a cutscene intro, custom physics engine, custom light maps, and progress tracking.* [“2d Game Final Project”]
- **Scheduling (Pearson)** - *Created semester long schedules for over 30 team members in 4 subjects, fitting personal preferences against required staffing needs.*
- **SmarTutor (Pearson):** *Created a monthly newsletter to keep team informed of happenings. Shared policy and best-practices updates. Created detailed examples of common questions brought to us by students.* [“SmarTutor Example”]
- **Cedar Rapids Roller Derby** – Web maintainer. Respond to requests from team members to update news articles, upcoming events, team photos, etc. [<http://crrollergirls.com>]

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## COMMUNICATION AND LEADERSHIP

- Worked closely with learners and coworkers where English was a second language. Demonstrated patience and calm in a stressful environment.
- Highly organized and results-focused leader with 12 years of experience coaching and mentoring teams of 5 to 15 employees.
- Created training material for team members in response to changing client needs or software upgrades.

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## WORK EXPERIENCE

- **LEAD TUTOR, PEARSON – SMARTHINKNIG** **2011-2023**
    - Tutored Accounting, Economics and Finance coursework using a variety of technologies.
    - Led and managed a team of 30 international tutors, coordinated schedules, coverages, training material and performed monthly reviews.
    - Screened and trained potential candidates over technical and interpersonal skills.
    - Maintained a standard of excellence on queue times, session lengths, and other metrics
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## **PROFESSIONAL REFERENCES**

### **Bob Trapp**

Assistant Professor

Kirkwood Community College

Cedar Rapids, IA

[Bob.Trapp@kirkwood.edu](mailto:Bob.Trapp@kirkwood.edu)

### **Jim Glasgow**

Chair, Computer Software Development Program

Kirkwood Community College

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### **Susan Handley**

Lead, Tutor Pedagogy Support Team

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### **Kathy Adams McIntosh**

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