

# Jonathan Lee Marcus

Software Engineer & Product Manager

Great Boston Area

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## Skills

- React
- Ruby
- Rails
- JavaScript
- jQuery + AJAX
- HTML + CSS + SASS
- Bootstrap
- PostgreSQL
- Git + GitHub
- C++
- Objective-C
- Python
- Machine Learning
- Max/MSP/Jitter
- OpenGL + GLSL Shaders
- Lean Methodology
- UX/UI

## Additional Skills

- Teaching
- Mediation (trained)
- Photoshop
- Video Production
- Audio Production
- Electronics Fab
- CAD (Solidworks)
- Woodworking

## Interests

- Rock Climbing
- Yoga
- Interactive Art
- Camping
- Cooking Parties
- Meditation
- Science Fiction
- Emotional Literacy and Development

## Fun Fact

Viral internet stardom for "deep fried water"

## Selected Experience

### Web Development Immersive — General Assembly

Jan 2019 to May 2019

A rigorous 12-week, 500+ hour, intensive professional training program, building fullstack web applications with an array of modern programming languages, frameworks, and tools.

## Projects:

### Scout-Tracker

A scouting achievement and merit badge tracker, with a RESTful backend written with Ruby, Rails, & PostgreSQL and a frontend includes JavaScript, jQuery, and SASS.

### Tic-Tac-Toe

A full-featured tic-tac-toe game with easter eggs to explore. Written with JavaScript, jQuery, HTML, CSS, SASS, and Bootstrap.

### Project #3 Placeholder

A bullet-proof web application that solves all user needs with cutting-edge technology. Extensible, fluid, clever, and well documented.

## Leadership Team & Product Management — Code for Boston

Jan 2017 to Present

- Organize and run over 100 hack nights (and counting!), 70+ participants each, to build civic technology projects.
- Collaborating with government and community partners to address social and civic challenges through creative uses of technology.
- Ran 2 major weekend hackathons with over 100 participants each.
- Organized a project demo event and lightning talks, bringing in more than a year of funding.

## Interim Projects

May 2014 to Dec 2018

Worked on myriad projects, including co-founder and CEO of Cabin Systems, Inc., a privacy respecting cellular carrier (MVNO) startup; project management, product research, and fabrication for Pupa Dupa, LLC., an insect farming automation startup; design, prototyping, and market research for Ballsy, a magnetic physical manipulation board game; and co-founder of Breadward, a social meal-sharing app.

## Education and Awards

- Harvard School of Dental Medicine and Harvard Medical School; DMD Student (2011-2014)
- Tufts University; Post Baccalaureate Pre-Health Program (2008 to 2010)
- Rensselaer Polytechnic Institute; BS in Information Technology and Art (1999-2003)
  - *magna cum laude*
  - *Awarded the School of Humanities and Social Sciences Distinguished Capstone Prize for interactive multi-media thesis project "Window, Tangent to Time."*
- Good Citizenship Award - The Union League of Philadelphia (1999)
- Eagle Scout - Scouts BSA (1998)