

Jonathon Charles Green

jonathoncharlesgreen@gmail.com ♦ 609-665-2415 ♦ www.linkedin.com/in/jonathon-green-743765172

EDUCATION

Georgia Institute of Technology

May 2019 - 2023(Projected)

B.S. in Computer Science

Concentrations in: Intelligence & Info Internetworks

Rowan College at Burlington County

August 2017 – May 2019

Undergraduate GPA: 3.6

EXPERIENCE

Game Director/Software Lead, VDEV “RAID” (1/2023 – Present)

46

- Created all documentation for game design including specific C++ implementations.
- Oversaw game development through managing multi-disciplined teams
- Created the foundation for the code base and hosted C++/Unreal workshops
- Handled 3D projectile physics and player animations

Lead Game Producer, VDEV “DRY” (9/2022 – 1/2022)

59

- Operated as the Scrum Master
- Oversaw game development through managing multi-disciplined teams
- Hosted weekly scrum stand up meetings with each team to ensure quality user story backlog
- Managed sprint user story completion via Trello and Excel
- Worked closely with Product Manager and Team Leads to deliver shipshape milestones

Lead Mobile Software Developer, Light Analytics LLC (October 2018 –August 2019)

- Established as the mobile application lead developer.
- Awarded the Rowan Venture Fund of \$7,500, a free twelve-month office space lease, as well as first place in RCBC's poster symposium.
- Currently developing a process in which the elemental composition of a liquid can be interpreted on site using the light spectrum that each element radiates through a multi-component apparatus.

Software Engineer, NCR (June 2020 –August 2020)

- Utilized Postman for API integration testing.
- Developed control layer for NCR's Foundry app via Android Studio development
- Deployed features that were prioritized due to COVID-19
- Worked remotely and was able to uphold a high effectiveness standard

SKILLS

- Proficient in Unity, Unreal, C++, C#, Python, SQL, Kotlin, Java
- Object-Oriented concepts, Agile, Scrum, Data Structures, and Algorithms