

# Jonathan Simonin

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## SUMMARY

Self driven engineer in the making, determined with an excellent work ethic and organizational skills. Engineering and development is a continuous learning experience for me and my strive for constant improvement.

## EXPERIENCE

### THE BEAMER LLC | GAME PROGRAMMER INTERN

CT | October 2016 – Present

- Used Unity 3D, in C#, to help create an educational science fiction game.
- Upgraded and modified point system and user interfacing for the SOL HUD.
- Implemented and developed 3 AI systems including the pet (A\*), ICE Creature Control, and a self-created system rework to replace ICE.
- Developed sound controller and animation system for dinosaurs and character emotes.
- Demoed a potential conversion of the game to VR with the HTC Vive.

### ISO NEW ENGLAND | OPTI ENGINEERING INTERN

CT | June 2018 – August 2018

Operations, Performance, Training & Integration Engineer supporting the control room and grid reliability.

- Overhauled a major gas tool that benefits the forecasting and operator team to effectively monitor gas pipeline flow at the specific generator level. Upgrades included front end and back end development using C#, JavaScript and HTML.
- Automated several processes throughout the department using VBA, saving the company money and time.
- Integrated SQL with tools that eased automation and report creation.

### CARLING TECHNOLOGIES | SOFTWARE ENGINEER INTERN

Plainville, CT | May 2017 – Present

- Assisted R & D team with new products using PSoC in C.
- Developed, designed, tested, and deployed several databases using Filemaker that eased company efficiency and productivity globally.
- Implemented a complex project planning utility for project engineers to see where a tool is headed in the future.
- Performed trip study analysis on a new series of circuit breakers and aided in several forms of circuit breaker and switch testing.
- Worked closely with other departments to develop for their business and engineering needs.

#### SOFTWARE DEVELOPER INTERN

Plainville, CT | May 2016 – August 2016

- Main developer of short simulation game promoting current product line using Unity 3D in C#.
- Scripted, debugged, commented all code for the game.
- Implemented a navigation system for time driven events.

## SKILLS

**PROGRAMMING** Intermediate knowledge in: C#, C, C++, JavaScript, HTML, CSS, Java, VBA  
Basic working knowledge in: SQL, Python, Matlab

**MISC.** Unity, Filemaker, Microsoft Office, Oscilloscope, Oracle Databases, Source Control, JSON, XML, LaTeX, MySQL, Visual Studio IDE/Code, Java IDEs

## EDUCATION

**UNIVERSITY OF CONNECTICUT | B.S.E. IN COMPUTER SCIENCE ENGINEERING - SOFTWARE DESIGN AND DEVELOPMENT, MINOR IN MATHEMATICS**

Storrs, CT | August 2019

GPA: 3.45, Dean's List: Fall 2015, Spring 2016, Fall 2018

Senior Design for RFS: Created forecasting models using Python and MySQL for predictive maintenance on IoT sensors. Sent data to update displays on manufacturing line through PowerBI and sent out email notifications, using algorithms, of future predicted failures.