

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.

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

- Developed, designed, tested, and deployed a new tooling database system using Filemaker that enabled engineers throughout the company, and more to access and collaborate on tools such as molds, dies, gauges, and fixtures.
- 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

Plainsville, 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

EDUCATION

UNIVERSITY OF CONNECTICUT | BACHELOR OF SCIENCE IN ENGINEERING COMPUTER SCIENCE AND ENGINEERING, MINOR IN MATHEMATICS

Storrs, CT | December 2019

GPA: 3.39

AWARDS

DEAN'S LIST FALL 2015, SPRING 2016 | CT