Jonathan Simonin

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EXPERIENCE

THE HARTFORD | Software Development Engineer In Test Intern   CT | May 2019 – Present

- Followed Behavioral Driven Development (BDD) to implement user stories using Java with Selenium, Gherkin, Cucumber, and Jenkins.
- Updated, tested, and fixed both scripts and test data individually using Java with Selenium and Excel for around 400 test cases.

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.
- Created a demo 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 2016 – May 2019

- 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.

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, BDD

EDUCATION

UNIVERSITY OF CONNECTICUT | B.S.E. in Computer Science Engineering - Software Design and Development, Minor in Mathematics   Storrs, CT | August 2019
GPA: 3.5, Dean's List: Fall 2015, Spring 2016, Fall 2018, Spring 2019
      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.