JONATHAN DIXON

3311 Hogan Ct.
Rapid City, SD 57702
jonathan.dixon@mines.sdsmt.edu 605.415.8371

OBJECTIVE

To obtain an internship or full time offer with a high-profile company engaged in Software Development

EDUCATION

Student, South Dakota School of Mines and Technology, 3.143 GPA September 2011-present
Computer Science Major, Expected to Graduate May 2016
Diploma, Rapid City Stevens High School May 2011
Fluent in: C/C++/C#, Python, VB.NET, Java, Assembly Language, QT, Lisp, MySQL, BASH

AWARDS AND RECOGNITION

- Fall Semester Dean's List, SDSM&T 2011
- Phi Eta Sigma Honor Society 2012
- National Honor Society 2010-2011

ACTIVITIES

- Lambda Chi Alpha Fraternity 2013-present
- KTEQ Assistant Station Manager 2012-2014
- SDSM&T Orchestra 2011-2014
- Black Hills Symphony Orchestra 2007-2014

WORK EXPERIENCE

NASA Systems Software Development Intern Fall 2014 - Summer 2015
Kennedy Space Center, Florida

- Development and maintenance of new Launch Control System software
- Test current software, develop new features, address any bugs in previous versions
- Develop graphical user interface test automation suite using Sikuli, Fitnesse, and Jenkins

FAST Enterprises Intern
Oklahoma City, Oklahoma Summer 2014

- Assist with the implementation of the GenTax software for the Oklahoma DMV
- Create automatically generated letters with VB.NET that will be mailed to dealerships

NASA Journey into Space Intern 2013-2014
The Journey Museum, Rapid City

- Assist with youth education programs, including a course on robotics, run and program the planetarium software

Halberstadt's Men's Clothiers 2013-2014

- Salesperson

SDSM&T Foundation Phonathon 2011, 2012

- Call SDSM&T alumni, recorded pledges and donations, kept records

CURRENT PROJECTS

Oculus Rift Quadcopter

- Hobby project to create a quadcopter that can be controlled with the head-tracking from an Oculus Rift
- Currently overcoming hardware issues with the quadcopter itself

Simple C++ Grading Program

- Class Project
- Using a team agile approach, created software to compile and run a directory of simple C++ programs, and compare their output against expected output to give each student a grade.