

Jonathan Fox

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Objective

To work on a team as a software engineering or game development intern. Available for part-time internships starting August 2018.

Experience

Software Engineer Intern

Olixus Inc., Santa Clara, CA | May 2017–August 2017

- Worked with a team of five other people on the JITS app, which provides just-in-time services for small businesses and customers
- Collaborated work with team members and communicated ideas
- Used OkHttp to connect the Android app to an internal RESTful API, and built a login screen to handle user info and connect with the JITS server
- Worked with the Django database framework

Projects

Attendance App

- App built in Android Studio using Kotlin
- For taking attendance and keeping records with a simple UI
- Uses the Google Sheets API as a database for attendance sheets

Personal Website

- Website built from scratch in HTML and CSS, with some JavaScript elements
- Designed to show my experience to employers in a concise webpage
- [Click here to visit it](#) • [Click here to see it on GitHub](#)

Java Games

- Games built in Java with a friend to experience coding a game from scratch
- Working with another member required usage of GitHub and effective communication
- [Click here to visit the GitHub \(also has gameplay demos\)](#)

Duckoman

- Game built in Unity using C#
- Made platforming physics, enemy AI, sprites, animations, music, sounds
- [Duckoman GitHub](#) • [Play it here!](#)

Education

San Francisco State University

San Francisco, CA

Junior Computer Science Major. Relevant coursework includes Data Structures & Algorithms, Computer Architecture w/Assembly Language, Programming Methodology, Software Development, Analysis of Algorithms.

Expected date of graduation: Fall 2019

GPA: 3.50

Skills

Languages and Libraries/Frameworks

- Java, C#, C++, Python, HTML, CSS, Django database framework, Android, OkHttp

Tools and Environments

- Unity 3D, Android Studio, GameMaker Studio, Git, RESTful APIs