Jonathan Fox

San Francisco, CA

Email: FoxJonathanP@gmail.com
Phone: (415) 963-2378
GitHub: github.com/fishwash
Website: fishwash.github.io/jfox-website

EXPERIENCE

Olixus Inc. *(May 2017—August 2017)*
Software Engineering Intern
- Developed an Android application using Java in Android Studio
- Worked with a database written using the Django framework to handle HTTP requests
- Utilized the Scrum Agile software development methodology to efficiently complete tasks
- Delivered weekly detailed presentations on my progress
- Worked remotely and in-person

PROJECTS

Hearthstone Card Lookup (Link)
- A web app built using React that pulls, filters, and displays data from an API
- Designed for ease of use and quick retrieval of information

Personal Website (Link)
- Developed a website in HTML, CSS and JavaScript
- Displays my projects and personal info a straightforward, concise way

Java Games (Link)
- Created a set of multiplayer games with using Java
- I was responsible for core gameplay code, collision logic, and sprite/sound handling

Duckoman (Link)
- Platformer game built in Unity using C#
- Designed platforming physics, enemy AI, sprites, animations, music

SKILLS

Languages and Libraries/Frameworks
- Fluent: Java, C#, HTML, CSS
- Working knowledge: C++, JavaScript, Python

Tools and Environments
- Unity 3D, Android Studio, GameMaker Studio 2, Git

EDUCATION

San Francisco State University *(Expected Graduation May 2019)*
San Francisco, CA
- Senior working towards a Bachelor's in Computer Science.
- Relevant coursework: Data Structures & Algorithms, Computer Architecture w/Assembly Language, Programming Methodology, Software Development, Analysis of Algorithms, Programming Languages.
- GPA: 3.57