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