Jonathan Fox

SF Bay Area | FoxJonathanP@gmail.com | (415) 963-2378 | My Website

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
- Experienced collaborating work with team members, and communicating ideas
- Used OkHttp to connect the Android app to an internal RESTful API, and built the login screen to handle user info and connect with the JITS server
- Worked with the Django database framework

Personal Website

- Created to learn HTML, CSS, and Javascript, but now I'm using it to show my work
- Visit my website here!

Skills

Languages and Libraries/Frameworks

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

Tools and Environments

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

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

Duckoman

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

Skate Duck

- Game built in GameMaker Studio using GML
- Made physics, tap controls, sprites, animations, music
- Skate Duck GitHub

Video Game Music

- Composed musical scores for various projects
- My SoundCloud

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: 3.43