

# Jonathan Fox

San Francisco, CA

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## EDUCATION

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### San Francisco State University

Bachelors in Computer Science

- Graduation Date: May 2019
- GPA: 3.57

## EXPERIENCE

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### Olixus Inc. (May 2017–August 2017)

Software Engineering Intern

- Developed an Android application using Java in Android Studio
- Linked the app 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

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### Street Fighter VR

- Leading an 8-person team to build a VR fighting game using Unity 3D
- Delegating responsibilities to teammates, forming subgroups to work on portions of the game
- Holding regular meetings, creating milestones to divide work and clearly communicate what team members should work on

### 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

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### Languages and Libraries/Frameworks

- Fluent: Java, C#, HTML, CSS, Javascript, React
- Working knowledge: C, C++, Python

### Tools and Environments

- Git, Unity 3D, Android Studio, GameMaker Studio 2, Photon Unity Network