**Jonathan Wyatt Pilling**

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**EDUCATION**

**University of Utah** Salt Lake City, UT  
*Bachelor of Science in Computer Engineering Graduated December 2019*

* Dean’s List

**WORK EXPERIENCE**

**Chart Logic** Salt Lake City, UT

*Software QA Intern June 2019 – Present*

* Responsible for testing software (Functional, Regression, Back-End) and automating tests in Visual Studio using Selenium with C#.
* Git and JIRA for maintaining automation tests and tracking issues.
* Working in an agile environment, demonstrated excellent communication skills, both verbal and written.

**Coda Octopus Group - Colmek** Murray, UT

*Engineering Intern October 2018 – April 2019*

* Responsible for testing custom PCBAs with various lab tools (Oscilloscopes, Multimeters, Function Generators).
* Assisted in writing/updating technical documentation to improve testing times and convey clearer testing steps.
* For a particular PCBA, modified PuTTY solution to cut testing time by 30 seconds per assembly.

**Huntsman Cancer Institute** Salt Lake City, UT

*Information Desk/Patient Transporter January 2016 – August 2019*

* Responsible for managing the information desk and safely transporting patients.
* Responsible for solely running the department nights/weekends, prioritizing issues, and assessing situations to make correct decisions.

**PROJECTS**

**Computer Engineering Senior Project** Salt Lake City, UT

*Wireless Mesh Audio System August 2019 – December 2019*

* Developed, with a team, a wireless mesh solution for broadcasting audio data between speakers of different brands.
* Wireless mesh software was written in C using the ESP32 framework.

**Database Systems** Salt Lake City, UT

*Learning Management System January 2019 – April 2019*

* Starting with design of an entity-relationship diagram, created a database in MySQL to implement a learning management system.
* Created a GUI to communicate with the database via LINQ queries in C#.

**Software Practice** Salt Lake City, UT

*Boggle Game January 2017 – April 2017*

* With a team, implemented an online game in C# using client-server model.
* Implemented RESTful Architecture to handle all requests and an SQL database to store information.

**Hack the U** Salt Lake City, UT

*Hack to Save Homeless Pets – 1st Place Oct 2016*

* Developed, with a team, an application that allowed users to report lost pets written in JavaScript.

**TECHNICAL SKILLS**

* Languages: C, C#, C++ (Graphics), Java, JavaScript, MySQL, Python (Algorithms/Data Analysis), Verilog
* Programs: Visual Studio, ISE Xilinx/Intel Quartus

**Hobbies**: Play drums in successful local bands, competitive Super Smash Bros. Player, car enthusiast.