# SUMMARY

Interested in full-stack development and passionate about data engineering . I’ve used html, css, and javascript tools to build websites and web applications; created android games using Java; and program using Haskell on my free time.

# EDUCATION

**Lehman College, Bronx, NY — *B.S. Computer Science***

*June 2016*

# EXPERIENCE

**Online Computers - Full Stack Developer (***C#/JS***)**

February 2017 - Present

* Converting webforms into AngularJS Components

# TOOLS/FRAMEWORKS

Android Studio, MEAN stack,

AWS, X-Ray, Nightmare, Eclipse, Bootstrap, Vim, Git, SemanticUI, [ASP.Net](http://ASP.Net)

* [ASP.Net](http://ASP.Net) development backend to front with MSSQL and SemanticUI

**CUNY-API, Personal Project - Full Stack Developer (***node***)**

December 2016 https://github.com/Hitscotty/cuny-first-api

* Web scraped cuny-first with x-ray.js and made all it’s data available for other developers
* Created plugins with nightmare.js to give others tools to manipulate the site

**Be-Unity, Expediton Hackathon, - Full Stack Developer (***JS***)**

November 2016 http://be-unity.s3-website-us-east-1.amazonaws.com

* Played with data sets and different ways of visually representing it
* Used MapBox, WebGL, Carto, and PlanetOS API’s for the first time and made it visually appealing

Jonathan

Portorreal

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# LANGUAGE & SKILLS

Java/Android, Python, Haskell, HTML5, CSS3, Javascript/Node (ES6), C#

# TOOLS/FRAMEWORKS

Android Studio, MEAN stack,

AWS, X-Ray, Nightmare, Eclipse, Bootstrap, Vim, Git

# HOBBIES

Skateboarding, Functional Programming(*HASKELL)*, Type Theory, Philosophy/Reading, Open Source Projects, web scraping/creating API’s

**Toasty, NSBE Hackathon - Full Stack Developer (***JS***)**

November 2016 https://github.com/mastrgamr/nsbe-hack

* Designed a brand that I’m proud of and created a great learning tool for kids
* Picked up enchant.js framework in a few hours, utilized it to build a game in browser

# ADDITIONAL EXPERIENCE

**Beyond Coding, New York, NY — Summer Student**

July 2016 - August 2016

* Visited tech companies and learned about different workflows
* Practiced Agile and other software development methodologies

**Google Boot Camp/Code To Work, New York, NY — Android Development**

June 2016 - July 2016

* Tested my own Android applications. Learned applied computer science
* Created Android games with Android Studio and learned XML