



Jeremiah Bonham

Developer, Designer, Digital Devotee

815-735-2813 jeremiah.bonham@gmail.com 606 Ramsden Road; Plano IL 60545

Profile

Experience in graphic design and layout and a deep love for technology eventually led me to a desire to build software with a focus on mobile. I enjoy problem solving and getting to the bottom of issues. Always learning and enjoying staying up with trends in coding and technology. Strength lies in iOS, but I have experience in, and am not afraid of Android.

Objectives

My main goal is to put what I have learned to use in building great mobile applications. As well as using what I know, continuing to learn and develop my skills as a programmer.

Experience

WEB DESIGN, BOOMBAH INC, YORKVILLE, IL – 2013-PRESENT

- Basic website maintenance, including modification of HTML, JS, and CSS.
- Worked with team to create assets and prepare for overhaul of company website, to modernize as well as make it responsive.
- Aided in creation of uniform builders, including planning, asset creation, and script modification
- Various marketing and web design tasks.

LEAD DESIGNER, BOOMBAH INC, YORKVILLE, IL – 2009-2013

- Responsible for creation and output of designs for various sports teams.
 - Ran department of 12+ designers and production artists.
 - Directly contributed to growth of Full Dye Sublimation department.
 - Various marketing and web design tasks.
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Education

Bachelor of Science, Mobile Development , Full Sail University 2015 - Valedictorian

During my time at Full Sail, outside of general education class, I developed a number of native iOS and Android applications with varying functions. These ranged from games to productivity apps. This includes building from start to finish, the planning, and development of assets. Applications created utilized iOS and Android frameworks, as well as third party frameworks, such as Parse.

Example Projects

Galactic Courier - iOS game built using SpriteKit and Objective C. Released on the app store. Simple action game to avoid asteroids. A project I continually work on as time allows.

3D Printing Companion - iOS app built using Swift and Parse as the backend data storage. App designed to help professional and starter 3D printers track print projects. Take and store photos and relevant data about print projects. Share images of projects with other users of application. This was my final project, and as such, there were elements in the app that were not part of the initial plan, such as the social sharing aspects. In the process of rebuilding the app to do very specific tasks.

Lending Library - Built both for iOS and Android. Proof of concept application to track physical media loaned to friends. Tapped into device contact list to send email and text reminders to the borrower, and notification could be setup to remind the user to request items back.

Various classwork- iOS and Android. Tapping into maps and locations, audio and video playback, 3rd party API's, accessing device hardware such as camera, microphones, and accelerometers. Focus on designing for mobile and following best practices.

Skills

Objective C, Swift, Xcode, Java, Android Studio, Adobe Illustrator, Adobe Photoshop, and more. Experience with Git and source control. HTML, CSS, and Javascript. Core Data experience. Familiar with Agile development. If I have not used the software or language, I can learn it.

References

Available upon request.