JOHNATHAN UPTEGRAPH

EMERGING TECHNOLOGY
COMPUTER SCIENCE
GAMES + SIMULATIONS

// ABOUT ME

I am currently pursuing my bachelor's degree in Emerging Technology in Business and Design. ETBD combines technology, business, and design with the technical aspects of data science, engineering, and programming. The skills obtained from ETBD have allowed me to create various structured digital environments that enable users to interact with data for appropriate purposes and develop innovative interactive digital solutions with real-world applications. In addition to ETBD, I'm also currently pursuing minors in Computer Science and Games + Simulations.

Throughout my time at Miami, I have explored various disciplines. My academic interests include 3D printing, robotics, computer programming, front-end/back-end web development, electronic hardware, UX/UI design, VR, AR, and game development. Over the last few years, I have gained various levels of experience in several programming languages, including, but not limited to, Java, C, C#, C++, Python, HTML, CSS, JavaScript, and PHP. These experiences have taught me to apply my technical programming knowledge to practical digital solutions through problem-based learning and team-oriented projects.

I have also had the good fortune to work with a wide variety of digital tools. I have experience with several types of CAD modeling software, including Autodesk Fusion 360, Blender, and PrusaSlicer. In addition to several members of the Adobe Creative Cloud Platform. In the past, I have focused my game development efforts on working in Unity and scripting in C#. In addition, some of my peers and I have been focusing our efforts on developing a game using Blueprint Visual Scripting and Unreal Engine 4. We hope to produce a full five-minute playable demo by the end of this semester with the hope of a fifteen-minute game demo on Steam by next spring.

I have mainly focused on expanding my hardware knowledge outside of the classroom through personal projects using Raspberry Pi and Arduino, allowing me to practice and improve my soldering skills consistently. I have also and expanding my general hardware knowledge through maintaining and upgrading my 3D Printer.

Lastly, I have received multiple awards for "Outstanding Customer Service." I'm great at breaking down high-level concepts, and effectively communicating them to a team. I am a hands-on person that loves to be a part of the creative process, and I look forward to the possibility of working together soon.

// CONTACT DETAILS

College E-Mail Uptegrjw@miamioh.edu
Personal E-Mail Johnnyup2@gmail.com
Mobile No. (614)-632-4927

// WORK EXPERIENCE

> Sales And Marketing Representative
Seamless AI. | May 2021 to Present
Hands on sales experience marketing the world's first and only real time AI-driven search engine for B2B contacts data real-time to companies.

> Database Entry Assistant
NSCI Group, Inc. Freelance | Dec 2020 – Jan 2021
Collected primary contact information for potential users and generated spreadsheets for data transfer into the existing company database.

> iOS and Android Beta Tester for Mobile Application Development
NSCI Group, Inc. Freelance | Dec 2019 – Jan 2020
Performed UX/UI beta testing of iOS and Android apps. Focused on development for the delivery of video-based medical education.

> Code Sensei and Programming Instructor
Code Ninjas | May 2019 – September 2019
Taught 7 to 14-year-old children multiple programming languages including Scratch, C, Java, JavaScript, CSS & HTML. Introduced students to modeling software such as TinkerCAD, McEdit, and Minecraft Bedrock and Java Edition. Gained experience learning how to effectively breakdown, high-level concepts and explain them to an unfamiliar audience.

// EDUCATIONAL BACKGROUND

Miami University | Emerging Technology in Business and Design
Minors: Computer Science, Games + Simulations
Cumulative GPA: 3.22 | Class of 2023
> Named to Deans List: Spring 2020, Fall 2020, Spring 2021
> National Academy of Engineering: Cyber Security Grand Challenge Scholar
> Member of AIAA (American Institute of Aeronautics and Astronautics)

Village Academy
S.T.E.M Track with a Computer Science Focus
Cumulative GPA 3.6 | Class of 2018
> Active TA for PCB Design and Drone Building J-Term Course
> Frequently served as Lab Assistant in Maker Space

// LANGUAGES

- C
- C#
- C++
- CSS
- Excel
- HTML
- Java
- JavaScript
- MATLAB
- Python
- PHP
- SQL
- Verilog
- VHDL

// EXPERIENCE

- 3D Printing
- Adobe Creative Cloud
- Arduino
- Autodesk Fusion 360
- Blender
- Canva
- Figma
- Maya
- PrusaSlicer
- Robotics
- Raspberry Pi
- Soldering
- Unity Game Engine
- Unreal Engine 4

Note: Each box above represents a full academic semester of education with the skill listed.