Jonathan Ibarra

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https://github.com/J0hnatan

SUMMARY OF QUALIFICATIONS

- Programming languages: C, C++, C#, Java, Python, Assembly, HTML, CSS, JavaScript, React, PHP, SQL, NumPy, Pandas, TensorFlow, Keras, MatPlotLib.
- Operating Systems: Linux (Ubuntu), Mac OS X, Windows
- Knowledge of Adobe XD, Figma, Draw.io, Jupyter, Git, GitHub, Docker, VSCode, FitNesse, Selenium.
- Self-funded education while working 30 hours/week while attending school full time.
- Developed team-work and problem-solving skills while working in groups for my software development courses.

EDUCATION

Concurrent Degrees: B.S. in Computer Science; B.S. in Psychology   August 2024
Colorado State University, Fort Collins, Colorado

TECHNOLOGY PROJECTS

Database for Books
- Designed and implemented a relational database from an Entity-Relationship using MySQL.
- Developed a Java application with a Graphical User Interface for querying into the database to checkout or search for books.

Unity Game
- Developed a 3-D pixel top-down game for the Ludum Dare 54 game jam written in C#.
- Collaborated in a small team to develop gameplay, narrative, art, and sound for a small scale game.

EXPERIENCE

Software Developer   Jan 2024 – May 2024
Software Testing Course, Colorado State University
- Demonstrated test-driven development in an agile software development environment to develop a project management system for client companies using Java and React.
- Utilized automated test input generation tools such as EvoSuite and Randoop.
- Derived test scenarios for individual use cases and pipelines to be demonstrated in a live demo.

Software Developer   Aug 2023 – Dec 2023
Object-Oriented Design Course, Colorado State University
- Collaborated in a team of 5 in a continuous-integration agile-development environment to develop a mobile chess application.
- Investigated problem and requirements producing domain and design models ready to be translated into code.
- Implemented testable object-oriented design patterns from modeling using Java and React.

Software Developer   Jan 2022 – May 2022
Software Development Course, Colorado State University
- Wrote clean code and automated tests to enhance a mobile single page web application with restful API services.
- Exemplified Scrum Agile development by participating in sprint planning, reviews, and retrospectives in a team of 5.
- Accumulated feedback from peers through interoperability testing, user-experience testing and peer programming strengthening code integrity and practices.

ORGANIZATIONS

Computer Science Officer of Game Development Club   Jan 2024 – May 2024
Colorado State University
- Successfully led the technical direction of game development projects, ensuring adherence to best practices in coding, software development, and project management to achieve high-quality outcomes.