Jonathan R. Reed

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Technical Skills

LANGUAGE SKILLS:
- HTML, CSS, JS, C, C++, C#, Java, Kotlin, Swift

Work Experience

SR. SYSTEMS ENGINEER - MOBILE DEVELOPER, THE OHIO STATE UNIVERSITY
COLUMBUS, OH; JUL 2019 – PRESENT
- Develops, maintains and improves Ohio State, Alumni and Wellness apps for iOS and Android, used by up to 100,000 students, faculty, staff, and alumni monthly
- Led development in key feature areas such as accessibility, Wellness Goals, Travel Advisories, and Library Reservations (UIKit, SwiftUI, CloudKit, CoreData, Jetpack Compose), through collaboration with cross-functional teams across the university
- Worked on critical in-app symptom tracking system (form and iOS widgets) utilized by thousands of OSU staff daily throughout the ongoing COVID pandemic
- Implemented React-based interactive interdisciplinary research collaboration graph for senior OSU leadership utilizing VisJS Network, AWS S3, Neptune and Lambda

MOBILE DEVELOPER, THE OHIO STATE UNIVERSITY DEPT. OF INTEGRATED SYSTEMS ENGINEERING; COLUMBUS, OH
JUN 2018 – JUL 2019
- Implemented cross-platform mobile app for WORDS research project, used in a clinical setting in conjunction with OSU Wexner Medical Center (Ionic & Cordova frameworks, Typescript, Java, Objective-C)
- Implemented custom Cordova plugins for SSH/SFTP using libssh2 on iOS and JSch on Android

MOBILE DEVELOPER, OSTEOGENESIS IMPERFECTA FOUNDATION; GAITHERSBURG, MD
JAN 2018 – JUL 2018
- On volunteer basis, designed and developed cross-platform mobile companion app, used by over 300 families at the 2018 OIF National Conference in Baltimore, MD - Firebase realtime schedule, push notifications, conference itinerary, speaker profiles, calendar integration, maps, conference-wide chat system

TECHNICAL SPECIALIST CO-OP, INFORMATION SERVICES, HONDA LOGISTICS NORTH AMERICA; EAST LIBERTY, OH
AUG 2017 – NOV 2017
- Led mobile development porting an enterprise .NET application UI to cross-platform mobile using Ionic and Cordova frameworks, provided insight and knowledge to team on mobile development best practices

IOS APPLICATION DEVELOPER, REEDCODE (CONTRACTOR) – 2015 - 2018
Featured professional and personal projects:
- iOS app for Verizon Wireless franchise in Lima, OH (Radio Hospital)
- wAR: An augmented-reality epic battle simulator, written in C# and made with Unity using ARKit 2
- Access@OSU: A cross-platform app written in Flutter to improve the ease of traversal for physically disabled students on OSU campus

Education

AUG 2014 – DEC 2018
The Ohio State University - Columbus, Ohio
- B.S. Computer & Information Science
- Anna Sborowitz Scholar, Google Lime finalist, Student mobile developer

AUG 2010 - MAY 2014
Thomas Worthington High School - Worthington, Ohio