JOHN SMIDT

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EDUCATION

Bachelor of Science in Computer Science - BYU-Idaho, Rexburg, Idaho   *Winter 2018*
- Expected graduation in Winter of 2018
- Member of the Association for Computing Machinery
- GPA: 3.46
- **Relevant Coursework:** Mobile Application Development, Human Computer Interaction, Data Structures,   Program Management, Web Backend Development, Object Oriented Design, Technical Communications

PROFESSIONAL EXPERIENCE

Web development / QA - Rexburg, ID   *July 2015 - Present*
Rexburg Business and Development Center
- **Intel Security / McAfee -** Maintained quality assurance by testing web components with automation testing in Ruby and RSpec. Learned about black box testing, and creating appropriate edge cases to find flaws in a system.
- **Research and Creative Works Conference -** Built a registration page for the conference by creating a database using SQLite and Web2py. Gained experience in querying through relational databases.
- **Dataviz -** Created data-driven visualizations using Polymer and Firebase to offer the general public easy-to-read information about higher education institutions. Currently working as a project lead with a team of ten.
- **Interactive Geology Exhibit -** Created an MVC design pattern using Web2py and SQLite to generate QR codes for an interactive tour of the BYU-I geology exhibit.

PERSONAL PROJECTS

Volunteer Representative - Utica, NY   *June 2010 - June 2012*
The Church of Jesus Christ of Latter-day Saints
- Composed and delivered speeches in front of large groups of people.
- Accepted and magnified numerous leadership positions and responsibilities.
- Communicated frequently with others.

Programming   *30 Hours*
Geometry Wars Clone
- Programmed in Javascript to make a small space shooter to learn Unity.
- Developed simple A.I. for enemies to give the game variance and difficulty.
- Learned about collision detection, moving and controlling a player, and instantiating bullets and enemies.

Game Design   *60 Hours*
Sherfox Holmes and the Mansion of Mystics
- Cultivated my understanding of Unity and C# by making a more complex video game, doing this in my own personal time and drastically improving my programming skills.
- Identified and designed key game mechanics for the structure of the game.
- Utilized photoshop and illustrator to design, create, and develop all the art for the characters, items, and scenes in the game. Also learned about music composition, and created a small song for the game.
- Programmed in C# to create randomized tables of data to hold , allowing for a unique game experience for each playthrough.

SKILLS AND EXPERIENCE

- Unity - 1 year
- C# - 6 months
- Javascript - 3 years
- Photoshop - 10 years
- Blender - 3 months

- Illustrator - 10 years
- Python - 3 years
- Ruby - 6 months
- RSpec - 6 months
- C++ - 2 years

- Polymer - 1 year
- Firebase - 1 year