

# Johnathan Bill

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## SKILLS

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- **Programming Languages:** VB, C#, Java, TypeScript/JavaScript, Python
- **Frameworks & Tools:** Blazor, Word macro development
- **Web Development:** Web application development, headless solutions, scripting
- **Software Development Practices:** Dependency management, vulnerability detection, design, implementation, Agile, Object Oriented Programming. SCRUM.

## WORK EXPERIENCE

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<b>West Virginia State Legislature</b> <i>Software Engineer - LASD</i>	<b>August 2023 – Present</b> Charleston, WV
▪ Manage 3 main Blazor applications and 2 sub applications, along with 200+ VBA/C# Word macros used among different groups in the capital to reduce human error by 32% and increase general efficiency.	
▪ Coordinated with IT teams to ensure 99.9% data integrity when handling data transmission.	
▪ Improved macro efficiency by 35% by modifying them to work with PDFs as a headless solution.	
<b>West Virginia University</b> <i>Tutor &amp; Programming Lab Aid</i>	<b>Sep. 2020 – May 2023</b> Beckley, WV
▪ Tutored 10-20 students in programming twice a week, helping them grasp important concepts and increasing test scores by 5%.	
▪ Assisted professors in managing programming lab sessions, helping students and explaining topics.	
<b>TC Energy</b> <i>Application Developer - Intern</i>	<b>May 2022 – Aug. 2022</b> Charleston, WV
▪ Assisted in resolving user-submitted tickets in existing programs, ensuring efficiency and security.	
▪ Built and Angular/TypeScript web application with 2 interns to track internal software tickets and dependencies.	
▪ Developed a Python script to detect dependencies with known vulnerabilities and automatically email application managers with the information, improving vulnerability management and response times.	

## EDUCATION

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<b>West Virginia University Institute of Technology</b> <i>Bachelor of Science in Information Systems</i>	<b>May 2023</b> Beckley, WV
▪ Graduated <i>cum laude</i> with a GPA of 3.53/4.0 and a minor in Computer Science	
▪ Vice Chair of the WVU Institute of Technology (WVU Tech) Chapter of the Association of Computing Machinery (ACM)	
▪ Organized the largest student-run event on campus, boosting WVU Tech ACM's membership.	

## PROJECTS

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<b>Web Portfolio</b> <i>HTML, CSS, JavaScript, GitHub, GitHub Pages</i>	
▪ Designed and implemented a portfolio to show off personal accomplishments.	
▪ Implemented a custom router using JavaScript	
<b>Sand Simulation</b> <i>Pygame, Python, GitHub, WebGL</i>	
▪ Created a particle-based physics engine based off the game Dust; handles multiple interactions between different particles.	