Jonathan Jan

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Seeking a full time Software Engineering co-op with skills in Java, .NET, JavaScript - Available Summer/Fall 2024

Education:

Rochester Institute of Technology (Rochester, NY) - **Major:** BS, Game Design and Development
Expected Graduation: 2026 - **cGPA:** 3.81 - Dean's List (Fall 2022, Spring 2023)

Skills:

Foreign Languages: Mandarin Chinese (Basic), Japanese (Basic)

Programming Languages: Java, C++, Python, C#, JavaScript, HTML, CSS, HLSL

Programs: Visual Studio Code, Visual Studio, Eclipse IDE, IntelliJ, Git, Unity, Obsidian, FL Studio, Davinci Resolve, Axure, AutoCAD, Maya, OBS Studio, Android Studio, Adobe Creative Cloud, App Inventor

Technical Skills: Documentation, UI/UX, Custom Software Solutions, Music production, Video Editing

Projects:

BuffScript   *February 2022 - Present*
Created a way to program within the mobile game Geometry Dash, allowing complex procedures and organization of "code." Created two games (third currently in progress) totaling over 160k downloads

Railgun   *February 2023 - May 2023*
Collaboratively programmed a top-down shooter in MonoGame (C# XNA) with a team of 5. Designed external tool level editor allowing rapid prototyping and creation of fully featured maps

Java Game Library   *September 2021 - April 2022*
Dedicated hundreds of hours to building a library of tools for graphics rendering and game creation in the Java programming language. Coded all tools from the ground up with extensive bug testing

MultiFlash (AP CS Create Task / IB Internal Assessment)   *February 2021 - June 2021*
Built a multi-sided flashcard studying program from the ground up in Java for a client

Professional Experience:

Rochester Institute of Technology (Rochester, NY) - *Teaching Assistant*   *August 2023 - Present*
- Assist teaching 28 students C# in Game Development and Algorithmic Problem Solving I
- Promote students' understand of new content and aid when struggling
- Grade assignments to give feedback, assess comprehension, and ensure academic integrity

National Student Leadership Conference (UCLA) - *Assistant Team Advisor*   *June 2023 - July 2023*
- Led and taught a group of ~20 high school students about video game creation as a mentor and teacher
- Created and taught several lessons/workshops for 100 students, including music and sound design, production, and 2D basics within Unity (eg: level design and tile mapping)
- Acted as a resident advisor for students in a dorm setting, building rapport and relationships and promoting a safe learning and living environment

McDonald's Corporation (Hackettstown, NJ) - *Crew Member*   *July 2021 - August 2022*
- Communicated with team members to promote efficiency in a fast-paced, high-pressure environment
- Built rapport with customers while providing excellent customer service

Activities:

First Tech Challenge Robotics Team - *Lead Programmer, Team 10096*   *June 2021 - August 2022*
- Designed, programmed, and created a robot for FTC competitions
- Programmed and documented in Java, all functionality of robot, autonomous, teleop
- Led community outreach events teaching youth about the robot and robotics

Quest Karate Martial Arts - *Black Belt, 1st Degree*   *October 2010 - November 2021*
- Volunteered teaching classes of ~20 younger children and lower belts karate skills and philosophies
- Mentored karate students and modeled discipline, confidence, humility, and politeness
- Created official student handbook to promote learning history and terminology of *Isshinryu* karate style