

**Jonathan Carey**  
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### **Objective:**

I am a multimedia professional with 3 years professional experience and a Software Developer. My focus is facilitating the growth of clients' businesses via multimedia production and design. One of my personal goals is to design, develop and deploy a video game for consumer use.

### **Education:**

- **Eleven Fifty Academy, Software Development Immersive Learning Program, Indianapolis, IN, January 2020**
  - 24-week immersive learning program for Software Development taught with industry-guided curriculum, real-world project-based learning, and 500+ hours of logged coding time and training
- **Indiana University, Bachelor of Arts, Bloomington, Indiana, May 2017**
  - Build the skills to create film, television, digital, screen and aural media
  - Explore the critical, cultural, historical and aesthetic sides of film, television and other media forms.

### **Competencies & Functional Skills:**

Problem solving, troubleshooting, creativity, visual communication, customer service, critical observation and thinking, organization, Agile methodology, portfolio development, addressing and resolving business challenges

### **Technical Skills:**

**Languages:** C#, ASP.NET, API development, HTTP methods, MVC, pair programming  
**CI/CD:** Agile, Scrum  
**Testing Tools:** Unit Testing  
**Databases:** SQL Server, relational databases  
**Web Technologies:** HTML, CSS, APIs, stateless components, session validation, responsive web design

### **Technical Projects:**

- **Text Adventure Game** <https://github.com/JonathanCarey13/TextGame>
  - Utilized C# to create a text based adventure game
- **Menu Applications** <https://github.com/JonathanCarey13/GoldBadgeChallenges>
  - Utilized C# to create different menu applications for storing data.
- **A Home Inventory API** <https://github.com/weswolff/BBNEight/tree/main>
  - Collaboratively utilized JavaScript and C# to create a program that can store household items for documentation incase of theft or damage
- **Video Game Management Web App** <https://github.com/JonathanCarey13/Underwatch>
  - An N-Tier architecture MVC Web Application that allows users to catalogue games and news updates for their games.

### **Professional Experience:**

#### **Film Freelancer , Indianapolis, IN, August 2017 – May 2020**

- Collaborating with creative teams and departments to achieve a client's anticipated vision
- Building, maintaining, and deconstructing custom scene structures used for film productions
- High Competence in problem solving and expert judgment for conflicts

#### **Film Archivist, Bloomington, IN, October 2019 – Present**

- Collaborating with clients to repair, clean and digitalize physical film
- Recognizing a film's specific requirements to perform color grading and color corrections during digitalization

#### **Facility Operations and Services, Bloomington, IN, August 2013-August2016**

- Facilitating departmental moves, installations and general assistance
- Priority delivery of time sensitive documents