**Jonathan Carey**

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<https://jonathancarey13.github.io/Portfolio2.0/>

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**Objective:**

Multimedia professional with 3 years professional experience and a Software Developer. Focus on 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:**

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| **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**](https://github.com/JonathanCarey13/TextGame)
  + Utilized C# to create a text based adventure game
* **Menu Applications** [**https://github.com/JonathanCarey13/GoldBadgeChallenges**](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**](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**](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 Archvist, 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