**Jonathan Carey**

**Software Developer**

Bloomington, IN

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[Portfolio](https://jonathancarey13.github.io/Portfolio2.0/)

[Github](https://github.com/JonathanCarey13)

**Career Goal**

I am a computer software developer and multimedia professional. I recently completed an immersive software development course at Eleven Fifty Academy, and have been continuing to learn new development skills and languages on my own. Previously, I was self-employed for 3 years as a production design contractor in the film and advertising industry. I am an experienced collaborator, with a strong work ethic and a love of problem-solving. I am currently seeking a full-time position in software development or a related field.

**Skills**

**Software Development:** C#, ASP.NET, Xamarin, Model View Controller (MVC), Unit Testing

**Database:** SQL, relational databases

**Web Development:** HTML, CSS, JavaScript, API development, HTTP methods, responsive web design

**Other:** Unity, Agile/Scrum methodology, pair programming, GitHub, reading/writing documentation

**Education**

**Eleven Fifty Academy:** Software Development  *August 2020 - February 2021*

* Immersed in a 24-week intensive program with curriculum based on current industry demands
* Acquired 500+ hours of coding time using the .NET framework and related applications
* Designed and built individual and team projects following Agile/Scrum methodology
* Engaged in workshops with a range of professionals in the tech industry

**Indiana University:** Bachelor of Artsin Telecommunication Design and Production *August 2013 - May 2017*

* Developed skills to create film, television, digital, screen and aural media at one of the top-ranked programs internationally
* Completed degree in 4 years while working continuously at multiple jobs

**Sample Software Design Projects**

**A Home Inventory API:** [See the Code](https://github.com/weswolff/BBNEighT/tree/main)

* Team project using JavaScript and C# to create a program that can store household items for documentation

**Video Game Management Web App:** [See the Code](https://github.com/JonathanCarey13/Underwatch) / [See the Project](https://underwatch.azurewebsites.net/)

* Designed and developed a web application built upon N-Tier architecture and MVC for users to catalogue their personal library of games and track related updates
* Wrote detailed documentation describing how to use and modify this application

**Professional Experience**

**Production Design Contractor:** Self-Employed, Greater Indianapolis Area, IN  *August 2017 – May 2020*

* Contracted by companies in the highly competitive multimedia production field
* Collaborated with creative teams and departments to achieve the vision of the clients
* Created and deconstructed custom scene structures and props used for film productions
* Utilized problem-solving and interpersonal skills to overcome design challenges and team conflicts

**Film Archivist:** Memnon Archiving Services, Bloomington, IN *October 2019 – Present*

* Repair, clean, digitalize, and perform color grading and corrections for physical film for clients
* Trained to calibrate and operate specialized LaserGraphics ScanStation machines

*Jobs during college included 3 years with Facility Operations and Services at IU and 3 years at Denny’s restaurant*