

# Jonathan Haws

21 Years Old Software Developer

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## ABOUT ME

From an early age, I've been passionate about computers and the endless possibilities they offer! Spent my childhood tinkering around with friends creating fun games and apps in frameworks like Scratch, Game Maker, Unreal Engine, etc. I find deep satisfaction, and interest in coding clean and engaging software that brings joy to people. Currently looking for a position in which I can work with other developers to create a genuine impact.

## PROJECTS

### Multiplayer Asteroids Game — *Cosmogedden*

Collaborated with 3 other Developers to recreate the classic game asteroids. But instead of being a lone ship you are a part of a fleet. The app HTML Canvas for the drawing. Javascript for physics and logic. Has account creation using JawsDB SQL And uses web sockets with delta encoding for a smooth multiplayer experience.

### Recovery Radar — *Global Map Search*

Collaborated with a team of 4 Developers to create an app to find nearby healthcare providers in an efficient way. App uses the Google Maps / Rating APIs to parse the often confusing results and provide clear comparison. The app uses tailwind for styling and can aggregate multiple rating systems.

## SKILLS

Soft Skills / Communication

Git / Team Workflow

Node / Javascript

Express / Websockets

React / Tailwind

Mongo / SQL

Heroku

HTML / CSS / Canvas

## JOBS

### Conduent Remote Call Agent

December 2021 - January 2023

### Arctic Circle Saratoga Springs UT — Cook

December 2019 - May 2020

### Megaplex Theaters Lehi UT — Ticket Clerk

June 2018 - August 2018

## EDUCATION

### University Of Utah Salt Lake City UTFull Stack Developer

November 2022 - August 2023