

# JONATHAN HUMPHREY



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jonathanhumphrey

Software Engineer with a knack for problem solving and a passion for designing and developing workable, scalable solutions.

## » Skills

### PROGRAMMING

HTML

CSS

SASS

JavaScript

Context API

Cypress

Python

Postgres

Git

Google

Web3

Vue

React

Redux

C++

C

Python

Flask

Java

MongoDB

Express

### GENERAL

Problem Solving

Collaboration

Critical Thinking

Detail Oriented

## » Education

San Jacinto Community College

2017 to 2019

AS Applied Science 2019

Texas State University

2019 to Current

BA Computer Science 2023

## » Projects

Creator Dashboard - Creator

2022

- Developed an algorithm to create and filter data objects provided by the user's connection to the Twitch API
  - > Filtering for a user's followers based on follow date
  - > Filtering of a user's followed streamers based on:
    - Ascending viewership
    - Descending viewership
    - By specific game. The system retrieves a list of games that match the query.
- Handled and stored data gathered via requests to Twitch's API in local state
- Designed a front end that feels familiar to the user by emulating a color scheme and UX similar to Twitch
- Implemented and sanitized cross-origin requests in order to embed a video player and live chat from the Twitch website
- Engineered a paging system so that all the data could be accessed by the user with ease in a paginated view

Form to Table - Software Engineer

2022

- Designed and implemented dynamic components to take data from a backend and display them to the user
  - > The system takes JSON objects as a parameter and the components are rendered dynamically
- Handled and sanitized dynamic form components to gather data from the user
  - > Inputs are validated to make sure that malformed data is unable to be submitted
- Designed a system to convert the data into a CSV and export it to a backend, or excel
- Implemented error checking and test cases to automate validation of edge cases
  - > Tests completed using Cypress automated testing

Front End Sample - Creator

2021

- Designed and implemented a system that allows for multiple, dynamic and reactive image cards to be displayed based on data taken from a backend
  - > Forms and images are dynamically rendered based on JSON objects passed to the HTML
- Planned and executed a templating system to handle multiple types of form structures, including registration, image gallery layout, and accordion menus on the landing page.
- Designed a standardized modal system
  - > Allowed for image in the gallery view to be seen in a larger window
  - > Implemented a compact feedback / FAQ section embedded in the footer

Retro Neon CSS suite - Software Engineer

2022

- Designed a set of standardized buttons and menus
  - > Designed each button to be responsive and colorblind friendly
- Handled the implementation of an embedded music player that plays music, also in line with the theme of the website
- Animated the background of the site using a retro synthwave aesthetic