





JONATHAN HUMPHREY

SOFTWARE ENGINEER

CONTACT

-  346-235-5504
-  jonathanhumphrey10@gmail.com
-  <https://jonathanhumphrey.netlify.app/>
-  San Marcos, Tx

SKILLS

HTML

CSS

JS Frameworks

C++

Python

Java

Node/Express

MongoDB

PostgreSQL

EDUCATION

Texas State University

2019-2024

Bachelor's Computer Science

MY LINKS

[Portfolio](#)

[Github](#)

[LinkedIn](#)

PROFILE

I am a Software Developer with a passion for problem solving and creativity. I strive to build scalable and dynamic solutions. I am looking for opportunities to learn and gain valuable experience in order to grow as a developer. I am always ready for a challenge and am eager to find a role looking to cultivate an invaluable asset to their team.

PROJECTS

Sole Developer

Dungeon Master's Toolkit 2023-2024

- Designed a system to help track multiple statistics across distinct JSON objects in the state
- Created an autosave system to take snapshots of the state and store them in local storage to keep data across sessions without a backend server
- Developed a markdown editor to allow Game Masters to create encounter-specific sets of notes to keep track of the narrative.
- Used a custom indexing system to keep track of the specific order of the initiative list while tracking status effects for each distinct object.

Front End Developer

Template Library 2022-2023

- Worked alongside another developer in order to create a webpage layout template for rapid development of web applications using the Vue3 Framework.
- Translated Figma wireframes and design specifications into responsive, extensible components while maintaining application-wide design standards.
- Designed and implemented multiple scalable, mobile-friendly components to ensure consistent functionality across applications.
- Contributed to a system that enhanced development efficiency by providing a standardized framework for client-specific customizations.

Sole Developer

Falling Sand 2024

- Built a dynamic system enabling users to draw on a canvas where pixels interact based on their elemental properties, including sand, stone, and water.
- Engineered realistic particle behaviors, incorporating gravity effects and collision detection for seamless interactions between elements.
- Designed and implemented an efficient rendering system to ensure smooth performance and prevent page lag during particle updates.
- Created an intuitive and minimalist interface, making the game accessible and easy to navigate for users.
- Developed unique algorithms to handle complex particle behaviors, ensuring accurate simulation of elemental interactions.