JONATHAN **PAUGH**

SOFTWARE DEVELOPER
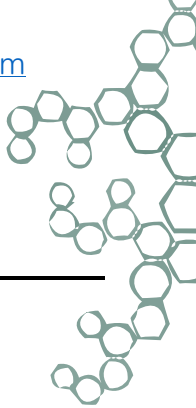
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Skills

Languages	Javascript, HTML, CSS, Python, Java, C, C#
Technologies	React, Vue, Node.js, Git, Figma, AWS
Databases	MongoDB, Firebase, Redis, MySQL

Experience

Software Engineer Intern – Dialpad Inc.
Jun 2022 – Sept 2022

- Created, updated, and maintained standardized components with Vue that are used by the designers to build the web app.
- Provided continual support to designers and developers using the library through internal communication and updates to the documentation website.
- Collaborated with the team using agile workflow, attending, and sharing input in sprint planning, scrum meetings and retrospectives.

Office Administrator / Dispatcher – A&B Simple Logistics Ltd.
May 2018 – Jan 2020

- Planned appropriate routes based on distance and timing.
- Automated parts of the data entry workflow.
- Designed and built the company a static webpage.

Projects

Dialtone Combinator – Industry Project, Dialpad 2022
Vue, JS

Source Demo

- Tasked with creating an intern project from a fresh outside perspective, along with everyday tasks.
- Brainstormed the idea for "Dialtone Combinator", a sandbox tool allowing designers and developers to interact with Vue components and explore their respective configurations.
- Developed the project using Vue to expose component internals and provide user controls to interact, while providing real-time visual feedback for the component and providing the code required to generate it in that state.
- Presented the project to company executives, showcasing planning and development with an in-depth demonstration of functionality.
- Documented project at a high level and created unit tests to allow project to be maintained after internship. Planned to be integrated directly into the design documentation website.

Abalone AI Sandbox – School Project 2022
Python

Source

- Built a game playing agent from the ground up with a team of 4 by creating a state generator, a variety of state evaluating heuristic functions and a minimax agent search algorithm.
- Participated in a trial tournament against peer agents and won every game.

Physics Platformer Game – Personal Project 2022
Unity, C#, JS

Source Demo

- Built framework to make certain aspects of developing games with Unity easier.
- Developed a prototype game to evaluate functionality in the framework. Limb Man, the physics-based platformer was born and has helped me refine my original framework and implement new features in the framework.

Trackerly – Hackathon Project, Winter Hacks 2021
HTML, Figma

Source Demo

- Collaborated with my peers on a 48-hour Hackathon focusing purely on Figma wireframes.
- Won "Best Visual Award".

Education

Computer Systems Technology Diploma
Jan 2021 – Jan 2023

British Columbia Institute of Technology
- Graduated with distinction, GPA: 88%.
- AI & Machine Learning option, GPA: 93% in option classes.

Scholarships

IUGO Mobile Entertainment Achievement Award
Nov 2022