

# Jonathan Segal

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Ames, IA

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**Objective:** Obtain an internship for the summer of 2020 in software development.

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## Education

### Iowa State University

Bachelors of Science, Software Engineering GPA: 3.0

Intended grad: May 2022

## Work Experience

### Corteva Agriscience, Software Developer Intern, Johnston, IA

May – August 2019

- Developed an improved system for managing the information gathered from the genetics laboratory on a **Scrum** team.
- Researched how the technicians were using the existing system and how the new system should improve the process.
- Built out the solution using **Typescript** in **Angular** for the UI, **C#** with **.NET core** for backend, **SQL** with **Entity Framework**, and hosted the platform on **Azure**.

### Geek Squad, Consultation Agent, Cedar Rapids, IA

February – August 2018

- Resolved clients' understanding and technical issues utilizing proprietary software.
- Performed client education on aspects of technology in terms the client could understand.

## Projects

### Location Based Messaging, Personal Project

April 2019

- Organized a team of 12 to develop a platform for hyper-localized event-based social messaging.
- **React**, **ReactStrap** components, and **Firebase** for hosting, authentication, API, and Firestore.

## Leadership/ Activities

### Hackathon Club, Founder and President

September 2019

- Collaborated with Engineering advisors to create, advertise, and recruit for the club.
- Organized preparation and transportation to different universities for hackathons.

### HackIllinois, Crypto Bonds

February 2019

- Built an **Open Source** platform for a stable coin using **Blockchain** and **Corporate Bonds**
- Utilized **Hyperledger Sawtooth** and **Python** in **Django** hosted with **Docker** on **Heroku**.

### Global Game Jam, Site: ISU Game Development Club, Spring Home

January 2019

- Built an **HTML5** game using **Phaser.io** as a game engine and **Express** framework for **Node.js**.
- Deployed our finished game on **Heroku** linking the server with the repository on **GitHub**.

## Awards

### PickHacks, Second Place Winner, Cloud Hockey

March 2019

- Created a web app that utilized **Firebase** to receive sensor data from a phone and analyze the data.
- Visualized data from a hockey stick from sensor readings transmitted through **Firestore**.
- Won second place overall out of 64 projects <http://bit.ly/phonekebab>

### Hackabull, Overall Hardware Honorable Mention, VR Tank Game

March 2019

- Used **C#** in **Unity 3D** to create a game for the **Oculus Rift** the and **Leap Motion**.
- Created a virtual reality tank game with the others on my team.

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**Skills:** React, Angular, Bootstrap, Javascript, Typescript, Python, Django, Azure, Heroku, Google Cloud, Firebase, C# .net core, Unity 3D, Git, SQL, Entity Framework