JONATHAN "JONO" AUGUSTINE

JonoAugustine.com

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EDUCATION

Johns Hopkins University   *September 2017 - Present*
Undergraduate
Department of Cognitive Science
Specializing in Computation & Linguistics

JHU Engineering Full-Stack Development Bootcamp   *October 2019 - Present*

SKILLS

Front-End	JavaScript, React, Jest, HTML, CSS, SASS, JQuery
Back-End	Kotlin, Java, NodeJS, REST, MongoDB, Firebase, Heroku, Linode
Software & Tools	GIT, LaTeX, npm, Microsoft Office Suite, Adobe Creative Suite
"Soft" Skills	Leadership, Adaptability, Problem Solving, Communication & Compromise

EXPERIENCE

Strife: Kotlin API Wrapper for Discord   August 2018 - present
Open Source Developer

· Helped lead a growing team of international and local programmers on an open-source API-wrapper implementation for the popular chat application, Discord.
· Proofed, refactored and approved code-base contributions and proposals.
· gitlab.com/serebit/strife

Simple Population Genetics Emulator
Creator & Developer

· Designed and programmed a simple population genetics & evolution emulator in Java & Kotlin.
· Capable of emulating multiple environments detailed down to each organism's full genome.
· github.com/JonoAugustine/Evolution-Emulator

Aquatic Mastery Productions   December 2009 - Present
Owner & Operator

· Developed and managed over 20 aquariums containing rare and exotic tropical fishes, invertebrates, and plants.
· Conducted behavioral and breeding research on aquatic fauna. Setting up aquariums for others and advising others on aquarium keeping.
· Built a YouTube community (YouTube.com/AquaticMaster) and website (AquaticMasteryProductions.com) sharing experiences keeping exotic fishes and teaching others how to care for and breed fishes.
· Constructed tiered shelving to support tanks, designed piping for water changing system.

Digital Media Center   August 2017 - May 2019
Student Employee

· Worked one-on-one teaching students new skills and techniques in photo, video, audio, and graphic design fields.
· Created educational videos to educate students in best use and practices of high-end media tools

· Organized a large scale promotional event attended by upwards of 300 students (DMC Spring Game Night 2018). Managed a team of 12 students and staff on day of event to ensure the event ran smoothly.

ADDITIONAL INFORMATION

5+ years of experience in video editing, working with a range of cameras, and audio equipment.

Github: github.com/JonoAugustine

GitLab: gitlab.com/JonoAugustine