Jonathan Nelson







About

I began my professional career in game dev, but have since decided to explore other industries for a change of pace and opportunity to expand my knowledge.

I bring a wealth of experience, a willingness and aptitude for learning new tech, and the communication skills and flexibility that comes with working on a variety of teams.

Experience

Travel, Personal Growth, and Interim Employment

October 2019 - Present

Highlights:

- Moved to Scotland with my partner, then traveled around the country and Europe
- · Volunteered at organic farms, picked fruit, and am now teaching English online

Full Stack Developer

TelemetryTV

March 2018 - October 2019

Front and back-end development in **Vue**, **Go**, and **NodeJS** with **MongoDB** for an online digital signage and real-time dashboard platform.

Highlights:

- Spearheaded the opening up of our customer facing OpenAPI spec
- Integrated ActiveCampaign into our back end, and added scripts to our marketing team's Google Sheets to aggregate data in real-time
- · Refactored a defunct logging service to collect both account and device logs

Travel, Personal Growth, and Interim Employment

January 2016 - March 2018

Highlights:

- Drove across Canada, then flew to Europe and travelled extensively
- Volunteered at a music festival in Northern Canada, worked as a machine-operator at a landfill, and did data entry while tutoring programming

C++ Programmer

InLight Entertainment

May 2014 - January 2016

Hired on full-time (after spending two summers as a co-op student) to develop key game and engine functionality in **C++** for clients including Pixar and Nickelodeon.

Highlights:

- · Worked with Leapfrog to develop the API for their first Android-based device
- Worked as the lead developer on numerous physics-based titles

Education

Bachelor of Computer Science

University of Victoria '14

Skills

General	Game Dev	Web
C, C++, C#, Java	Unity	VueJS/NodeJS
Git/SVN		CSS/HTML
Go		MongoDB