

JONAS PARSON

SOFTWARE ENGINEER

PROFESSIONAL SUMMARY

Highly motivated software engineering professional with experience in developing, deploying, and maintaining web, mobile, and desktop applications. Skilled in the utilization of various technologies such as Java, JavaScript, HTML, CSS, and SQL. Experienced in working in team-oriented software development projects and agile development methodologies. Passionate about developing innovative and efficient software solutions that meet customer needs.

EXPERIENCE

Event Coordinator

November 2022 - April 2024 | WITR, Rochester, NY

- Communicated regularly with participants throughout the duration of each event project cycle.
- Resolved any issues that arose during events in a professional manner while maintaining composure under pressure.
- Oversaw display setup and breakdown for events.

Sales Associate

May 2023 - August 2023 | Meathead's Meat Market, Brookville

- Managed store and deli database.
- Demonstrated exceptional customer service skills, resolving customer complaints efficiently and courteously.
- Assisted with training and mentoring new team members.

Library Assistant Volunteer

September 2021 - February 2022 | Watershed Books and Literary Arts Center, Brookville

- Increased library engagement through community outreach and activities
- Utilized computer databases to organize and locate materials.
- Assisted in preparation of book displays.
- Provided reference assistance to patrons by researching topics using available resources.

CONTACT

- 📞 814- 648-1851
- ✉️ jonasparson03@gmail.com
- 📍 Brookville, PA 15825

SKILLS

- Python
- Java
- Javascript
- Angular/React
- Project Management
- Agile and Process Methodologies
- Logistics Coordination
- Team Leadership
- System Design
- Database Management
- Version Control
- API Integration
- Algorithm Design
- User Experience Design
- Continuous Integration and Deployment
- Object-Oriented Programming
- Software Debugging
- Automated Testing
- Code Review and Refactoring
- Full-Stack Development
- Test-Driven Development

EDUCATION

Masters of Science in Computer Science Candidate

Expected graduation May 2027

Rochester Institute of Technology (RIT), Rochester, NY

Awards & Honors

- Dean's List

Bachelor of Science in Software Engineering Candidate

Expected graduation May 2026

Rochester Institute of Technology (RIT), Rochester, NY

Relevant Coursework

- Software Process and Project Management
- Engineering of Software Subsystems
- Personal Software Engineering

Awards & Honors

- Dean's List

Extracurricular Activities

- Student Radio
- Philharmonic Orchestra

PROJECTS

Mock Project: In-class project, focused on process and documentation.

Project manager over a team of 4, mocking development of a small game, working under a very strict schedule with loosely-defined requirements.

Multi-User Dungeon: In-class project, text-based user interface controlling a classic dungeon-crawling game, with day/night cycles, NPC behavior, and customizable play characters, with a complicated inventory system and map generation.

Domain Model Generator: Personal project, utilizing a text editor to generate an industry standard Domain Model for use in classes and other personal projects.

WEBSITE, PORTFOLIO AND PROFILES

www.linkedin.com/in/jonas-parson123