Jonathan Kido
Full Stack, Game Dev, Programmer

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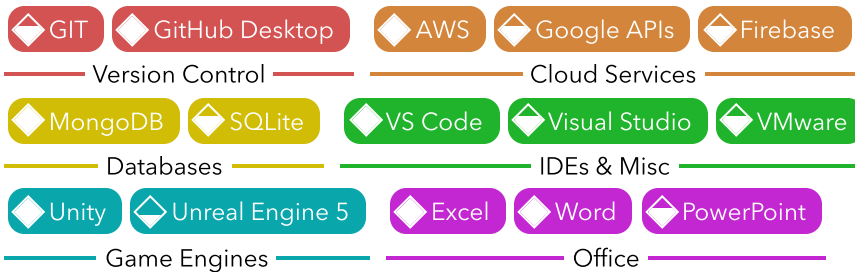Eye-friendly version: **https://vfos.dev/pdf/resume_eye_friendly.pdf**

⚙ SKILLS

Not seeing a skill, view the rest on my portfolio: **https://vfos.dev/skills**

</> Coding

◆ CSS   ◆ HTML   ◆ JavaScript   ◆ React   ◆ React Native   ◆ NodeJS
◆ ExpressJS   ◆ C#   ◇ C++   ◇ Bootstrap   ◇ Python   ◇ Swift

- ◆ Advanced
- ◆ Intermediate
- ◇ Beginner
- ◇ Novice

C:\ Software

◇ GIT   ◇ GitHub Desktop   ◆ AWS   ◇ Google APIs   ◇ Firebase
Version Control — *Cloud Services*

◆ MongoDB   ◇ SQLite   ◆ VS Code   ◇ Visual Studio   ◇ VMware
Databases — *IDEs & Misc*

◆ Unity   ◇ Unreal Engine 5   ◆ Excel   ◆ Word   ◆ PowerPoint
Game Engines — *Office*

☰ EXPERIENCE

Learn more about these and more projects on my portfolio: **https://vfos.dev/projects**

🏢 Professional Experience

Software Developer - GIMM Works   *January 2020 - Present*

- Worked with other student developers on unique software projects for clients
- Led back-end dev on several projects
- Did full stack development and 3D modeling for multiple projects
- Helped other teams implement security features on their projects
- Mentored two new hires to help them learn React

Independent Contractor, App Development - The Simple Ring   *September 2020 - December 2021*

- Worked for the founders of The Simple Ring on a consumer-based mobile app
- Wrote the back-end data storage structure, designed and implemented the front-end UI, and integrated Firebase into the app
- Prompted improvements in code quality and structure that affected both the front-end and the back-end

GIMM Senior Peer Mentor - Boise State GIMM Program   *July 2018 - December 2019*

- Helped current GIMM students with debugging and gave advice about their code
- Assisted other peer mentors when they got stuck
- Presented previous projects of the department to prospective students and clients
- Managed checking out equipment to other students

GIMM Works Projects (Full Stack Projects)

MotorPool Services, Testing website for BSU's Transportation Department — *August 2022 - Present*

- Created the testing functional
- Created dynamic quiz creation
- Implemented UI/UX that the team made
- Added PDF creation and signing
- Password recovery via server sending automated emails

Bronco BEAM (Now BEAM Tours), campus tour app and web admin portal — *December 2020 - July 2022* (**https://broncobeam.com**)

- Refactored existing Node.js server to be more scalable and secure
- Created admin web portal using Google Maps API to allow universities to create and manage custom campus tours
- Wrote a tour pathfinding algorithm for the mobile app based on the user's available time for a tour
- Converted functional React Native app to a class-based implementation with Expo
- In the **App Store** & **Play Store**

All in Favor, educational voting game (**https://allinfavor.org**) — *September 2021 - January 2022*

- Wrote a custom networking system for the game in Node.js using Socket.IO, including the ability to reconnect to current games
- Minimized the amount of information bouncing from client to server to improve performance
- Worked with front end developers to help them patch up security

ABC Stories, educational iOS app and web portal (**https://abcstories.org**) — *January 2019 - November 2020*

- Created an API for the website and app
- Wrote algorithms to compute statistics about users' performance within the app
- Secured data using bcrypt and jwt tokens
- Designed an account hierarchy so that accounts can manage and view accounts under them
- Linked the server with a SMTP server to help with account management through email
- Reformatted and styled the frontend of the website with React
- In the **App Store**

Personal Projects

Portfolio Website (Work In Progress: **https://vfos.dev**) — *October 2022 - Present*

- Created custom navigation that parses the url to 'rotate' to the selected page
- Faked a CSS cube, to save RAM & CPU usage pages arent rendered in the HTML if they arent being used
- All minigames were created in JavaScript by me, although I am not the orignial creator of those minigames

Planet Destroyer, VR RTS game — *December 2020 - May 2021*

- Individual project with all original code and art that was made with the Unity game engine
- Iterated multiple times throughout the process of designing the game to give it a better feel in UX

🎓 EDUCATION

🏛 University

Boise State University: — *August 2017 - December 2022*

Major: **GIMM** (Games, Interactive Media, and Mobile)
Minors: **MATH** (Applied Mathematics),
        ITM (Information Technology Management)

Last update: November 29, 2022