Jonathan Kido
Full Stack, Game Dev, Programmer

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Print-friendly version: **https://vfos.dev/pdf/full-stack_resume_print_friendly.pdf**

⚙ SKILLS

</> Coding

- .Net
- AutoHotKey (AHK)
- Bootstrap
- CSS
- Express.js
- HTML
- Ionic
- JavaScript
- JQuery
- JSON
- MarkDown
- Node.js
- PHP
- Python
- React
- React Native
- Redux.js
- RegEx

◆ Professional
◆ Advanced
◇ Intermediate
◇ Beginner

Want to learn more?
Visit my portfolio:
https://vfos.dev/

Software

Applications
- Docker
- Insomnia

Databases
- Firestore
- MongoDB
- MySQL
- SQLite

Version Control
- git
- github
- gitlab

Cloud Services
- AWS
- Azure
- Firebase
- Google APIs

Misc.
- Agile Methodology
- VMware
- VS Code

☰ EXPERIENCE

Professional Experience

Software Engineer - Matraex Inc. — *January 2023 - August 2023*
- Did full stack development on multiple web/app projects for clients
- Created scripts to automate tasks, making development faster and smoother
- Worked with the team to improve processes and increase documentation standards
- Made flexible tools and reusable features that are used across several projects
- Presented work to clients and responded to their feedback
- Collaborated with teammates, giving them feedback on problem solving and code optimization

Software Developer - GIMM Works — *January 2020 - January 2023*
- 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

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

Work/Group Projects

High Call Rodeo (https://app.highcallrodeo.com) — *July 2023*
- Audited the client's original codebase prior to beginning work
- Did a gap analysis of where the project currently was and how much more was desired by the client
- Documented my discoveries
- Reviewed the client's cloud services to increase security

Sales Trak (https://salestrak.io) — *January 2023 - July 2023*
- Refactored and optimized several pages and API calls
- Made custom JavaScript solutions that worked for both mouse and touch
- Added custom CSS animations
- Created many dynamic and reusable features that are used in various places in the app
- Documented the project for offboarding to the client
- Made the site desktop and phone friendly with only an iPad design

Rio Genesis (https://riogenesis.com) — *June 2023 - July 2023*
- Created a script that would automatically upgrade the codebase to PHP8
- Worked through warnings and errors that were remaining after the upgrade
- Implemented ecommerce using the USAePay API

Black Sage Tech — *January 2023 - February 2023*
- Created responsive visual features within the app
- Integrated API calls from Black Sage's back end
- Found, documented, and notified Black Sage of vulnerabilities in the app
- Created a React component that worked well with class and functional hooks

MotorPool Services (https://motorpooldrivercertification.com) — *August 2022 - January 2023*
- Created the test functionality
- Added the ability for users to create dynamic quizzes
- Implemented UI/UX designs from team members
- Added PDF creation and signing
- Implemented password recovery via the server sending automated emails

Bronco Beam (BEAM Tours) (https://broncobeam.com) — *December 2020 - July 2022*
- Refactored existing Node.js server to be more scalable and secure
- Created web admin 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 (https://www.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

The Simple Ring Alpha — *October 2020 - December 2021*
- Worked for the founders of The Simple Ring on a consumer based mobile app
- Wrote the backend data storage structure, designed and implemented the frontend UI, and integrated Firebase into the app
- Prompted improvements in code quality and structure that affected both the frontend and the backend

ABC Stories (https://www.abcstories.com/about) — *April 2020 - December 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

Resume Builder (https://vfos.dev/resume?create=1) — *August 2022 - Present*
- Populated the resume with information gathered from the data used in my portfolio website
- Created custom CSS formatting
- Made the resume preview editable
- Included toggle between eye-friendly and print-friendly versions
- Added configurations like converting it to a one page document, page outlines, hiding sections, and more
- Implemented print to pdf

Portfolio Website (https://vfos.dev) — *October 2022 - September 2023*
- Created custom navigation that parses the url to 'rotate' to the selected page
- Simulated a CSS cube. To save RAM & CPU usage, pages aren't rendered in the HTML if they aren't being used
- I created all minigames in JavaScript, although I am not the original creator of the game concepts
- Minigames are: Duck hunt, Minesweeper, Snake, Fruit Ninja
- References of: Windows XP, and Star Wars
- Added achievements and even more functionality

🎓 EDUCATION

University

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

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