Jonathan Kido
Full Stack, Game Dev, Programmer

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

⚙ SKILLS

</> Coding

.Net · ActionScript 3 (AS3) · AutoHotKey (AHK) · C# · C++
JavaScript · JQuery · JSON · PHP · Python

◆ Professional
◆ Advanced
◆ Intermediate
◆ Beginner

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

Software

Adobe Animate · Blender · Krita · Photoshop · Substance Painter
Unity · Unreal

Applications

Firestore · MongoDB · MySQL   git · github · gitlab

Databases   **Version Control**

Google APIs · MongoDB Atlas · NGINX   Agile Methodology

Cloud Services   **Misc.**

☰ 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

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

☰ Work/Group Projects

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

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

ABC Stories (https://www.abcstories.org/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

Cash n' Slash   *September 2020 - November 2020*
- Implemented a custom physics system with altered gravity to simulate a tornado
- Created 3D models and animations for the environment
- Built a VR-compatible keyboard with my own interaction design

👤 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 ediable
- Included toggle between eye-friendly and print-friendly versions
- Added configurations like convering it to a one page document, page outlines, hiding sections, and more
- Implemented print to pdf

Project Kuro   *January 2023 - Present*
- 3D modeled a character for the game
- Implemented day and night cycles and character movement

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

Planet Destroyer   *December 2020 - April 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 UX

Minesweeper Solver   *November 2020 - December 2020*
- Wrote an algorithm that iteratively generates a probability field to make an educated guess

Deadline   *September 2018*
- Created state-based animations for the player
- Integrated hitboxes with animations
- Incorporated a dash mechanic
- Implemented missles that follow the player

Defend   *August 2018*
- Made a vector path-following entity
- Created different types of towers and field traps, each with a unique mechanic

Survive   *September 2017 - October 2017*
- Made the graphics for the game
- Implemented player movement and weapon swapping

🎓 EDUCATION

🏛 University

Boise State University:

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