



# Jonathan Kido

Full Stack, Game Dev, Programmer

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vfos.dev



Eye-friendly version: [https://vfos.dev/pdf/complete\\_resume\\_eye\\_friendly.pdf](https://vfos.dev/pdf/complete_resume_eye_friendly.pdf)

## SKILLS

### Coding

◆ .Net ◆ ActionScript 3 (AS3) ◆ AutoHotKey (AHK) ◆ Bootstrap ◆ C#  
◆ C++ ◆ 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

◆ Adobe Animate ◆ Blender ◆ Docker ◆ Insomnia ◆ Krita  
◆ Photoshop ◆ Substance Painter ◆ Unity ◆ Unreal  
Applications  
◆ Firestore ◆ GraphQL ◆ MongoDB ◆ MySQL ◆ PostgreSQL  
◆ SQLite

Databases  
◆ git ◆ github ◆ gitlab ◆ Plastic SCM

Version Control  
◆ AWS ◆ Azure ◆ Firebase ◆ Google APIs ◆ MongoDB Atlas  
◆ NGINX

Cloud Services  
◆ Agile Methodology ◆ Rider ◆ Visual Studio ◆ VMware ◆ VS Code

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

Venture Title (<https://ventureidaho.com>)

May 2023 - August 2023

- Added, adjusted, and redesigned responsive css styling
- Made the website mobile friendly without a mobile wireframe

Healthcare Business Ventures (<https://venturesys.org>)

August 2023

- Implemented export of iif files for Quickbooks
- Adjusted functionality based on client feedback

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

- 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

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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

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Bronco Beam (BEAM Tours) (<https://brconcobeam.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

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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

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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

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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

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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

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 converging 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

Swordwhip

September 2020

- Modeled the sword in Blender
- Made a sword creator tool in Unity to customize the number of sword segments and other configurations
- Used Unity physics to make the whip functional
- Wrote a script with an animation to make it toggle between a sword and a swordwhip

Deadline

September 2018

- Created state-based animations for the player
- Integrated hitboxes with animations
- Incorporated a dash mechanic
- Implemented missiles 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

UNO AI

November 2017 - December 2017

- Implemented a rule-based AI that can play Uno
- Created a dynamic hand of cards that smoothly animates whenever cards are added or removed

Survive

September 2017 - October 2017

- Made the graphics for the game
- Implemented player movement and weapon swapping

Original Logo Animation

June 2015

- This is the first project I did that involved modeling and animating something without assistance



# EDUCATION



## University

Boise State University:

Major: **GIMM** (Games, Interactive Media, and Mobile)

Minors: **MATH** (Applied Mathematics), **ITM** (Information Technology Management)

Last update: September 5, 2023