

Jon Kido

Software Developer

<https://github.com/VFoS-dev>

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EDUCATION

Boise State University

2017-2022

Bachelor of Science in GIMM
(Games, Interactive Media and
Mobile Technology)

Minor in Applied Mathematics

Minor in ITM (Information
Technology Management)

SKILLS

Adobe Animate
Agile Methodology
AutoHotkey (AHK)
ActionScript3
Amazon Web Services
Azure
C++
C#
CSS
Express.js
Firebase
git
HTML
Ionic
JavaScript
MongoDB
.NET
Node.js
Python
React / React Native
SQLite
Unity
Unreal

EXPERIENCE

Software Developer • GIMM Works

January 2020 – Present

- Work with other student developers on unique software projects for clients
- Backend dev lead on several projects
- Have done full stack development and 3D modeling as needed
- Help 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 backend, designed the frontend data storage structure, and integrated Firebase into the app
- Prompted improvements in code quality and structure that affected both the frontend and backend

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

PROJECTS

Anne Frank Memorial AR Experience, iOS app created for the Wassmuth Center for Human Rights

March 2022 – Present

- Did the networking for a multiplayer minigame using Unity on an AWS EC2 Server
- Made a Node.js server and database for survey response collection
- Created a secure webpage using React to display survey results for the Wassmuth Center admins including custom box plot visual

Bronco BEAM, campus tour app and web admin portal created for Gear Up Idaho (broncobeam.com)

January 2021 – Present

- 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

All in Favor, educational voting game created for What The Vote! (allinfavor.org)

September 2021 – March 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

Planet Destroyer (V1.4), VR RTS game

July 2018 – 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

Cash N Slash, VR game created for Idaho Central Credit Union

August 2020 – November 2020

- Wrote a script to export data from the game to a csv file
- Created a virtual reality keyboard for the game
- Implemented cloth physics with custom gravity to make 'cash' fly around the player

ABC Stories, educational iOS app and web admin portal (abcStories.org)

January 2019 – November 2020

- Created a web API for the admin portal 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