Jonathan Kido

Full Stack, Game Dev, Programmer

jonkido@vfos.dev

vfos.dev

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

SKILLS

Not seeing a skill? View the rest on my portfolio: https://vfos.dev/skills

Coding

- Advanced
- Intermediate
- Beginner
- Novice

CSS (Advanced), HTML (Advanced), JavaScript (Advanced), React (Advanced), React Native (Intermediate), NodeJS (Intermediate), ExpressJS (Intermediate), C# (Intermediate), C++ (Intermediate), Bootstrap (Intermediate), Python (Beginner), Swift (Novice)

Software

- Version Control: GIT (Advanced), GitHub Desktop (Advanced)
- Cloud Services: AWS (Intermediate), Google APIs (Intermediate), Firebase (Intermediate)
- Databases: MongoDB (Intermediate), SQLite (Intermediate)
- IDEs & Misc: VS Code (Advanced), Visual Studio (Advanced), VMware (Intermediate)
- Game Engines: Unity (Advanced), Unreal Engine 5 (Intermediate)
- Office: Excel (Advanced), Word (Advanced), PowerPoint (Advanced)

EXPERIENCE

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

Professional Experience

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

GIMM Works Projects (Unity Projects)

Roundabout Simulation, vr driving training for roundabouts for Ada County Highway District — *September 2022 - Present*

- Created AI cars that would drive the round about and obey traffic laws
- Remodeled some 3d assets to lower the memory usage and increase preformance on lower end hardware

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

- Developed an AR Unity scene that is embedded into a React Native environment
- 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

Cash n' Slash, vr cash tornado game for Idaho Central Credit Union (learn more: https://vfos.dev/projects/cash_n_slash) — *September 2020 - November 2020*

- Created custom cash physics based on the models verticies which were linked to a set of particle
- Created a VR Keyboard
- Created custom gravity object that would pull particles to its origin, this helped give the impression of being in a cash tornado
- Created a script that would export user generated data in the game to an CSV that allows ICCU the information of who played the game their score, and other info. So they could give out rewards for the participants

Other 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
- 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

The Simple Ring Alpha (https://ringtesting.jonathankido.com/) — *October 2020 - December 2021*

- Coded a custom string parser and encoder that reads ring data
- Created a firebase database to store user generated rings
- The unity scene takes user input from the html to render and edit a custom ring
- Created With Unity WebGL

Planet Destroyer, unity VR real time strategy game — *December 2020 - May 2021*

- Individual project with all original code and art that was made with the Unity game engine
- Refactored quaternion math to simple trigonometry to improve runtime, and allowed for the ability to swap geocentric orbits in a frame
- Iterated multiple times throughout the process of designing the game to give it a better 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: December 13, 2022