

Jonathan Malcomb

1012 Community Drive, Morgantown WV, 26505 • <https://jonathan-wvu.dev> • jmm0023@mix.wvu.edu

EDUCATION

WEST VIRGINIA UNIVERSITY, Morgantown, WsV

Expected December 2021

- Bachelor of Science in Computer Science
- GPA: 3.08/4
- Coursework: Software Engineering, Analysis of Algorithms, Computer System Concepts, File and Data Structures, Calculus 3

SKILLS

Languages: Java, C, C++, JavaScript, HTML, CSS, SQL, Swift

Tools: Bootstrap, React, Spring, Tailwind, JavaDocs, JetBrains IDEs, ESLint, Git, Github, MS SQL Server, MongoDB, JUnit

Methodologies: TDD, MVC, Agile. Scrum

PROFESSIONAL EXPERIENCE

Web Developer Part-Time, West Virginia University

October 2020 – Present

- Gathered requirements/specification on website/application design and implementation from customers
- Created and translated wireframes/mockups into fully realized websites/applications
- Collaborated with other team members on domain of websites/applications
- Practiced an Agile approach to Software Development to deliver the product to the customers

Software Engineer Intern, MicroGenesis, Startup

February 2020 – May 2020

- Developed software that allowed an Arduino module to communicate with a transponder
- Reconfigured and debugged a MS SQL Server to allow it to correctly generate relationship diagrams
- Developed static HTML pages using HTML, Bootstrap, and JavaScript

PROJECTS

Database Management System

Spring 2019

- Developed a Relational Database Management System in Java
- Implemented a way to export and import XML, and JSON files back and forth in/out of the database
- Created a custom hashing function that used quadratic probing to solve the problem of collisions
- Transitioned the DBMS to be persistent by translating data stored into a binary file stored on the local machine

Garden Planner

Fall 2019

- Web application that allows the user to create a custom garden, and order seeds
- Following a Scrum approach, fully documented with an SRS, and UML diagrams
- Conducted requirement gatherings, client reviews, as well as end-to-end testing

Pizza Website (<https://github.com/Voomkin/Restaurant-Page>)

June 2020

- Web application for a fictional pizza restaurant, using JavaScript, SCSS, and the Leaflet API
- Consumed the Leaflet API to display an interactive map on the website for the location of the restaurant
- Using a React-like approach, created JS component classes that would render upon clicking on a button on the website