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Seeking a position as a remote Godot 4 developer

EDUCATION

Louisville, KY	University of Louisville	2013 – 2015
<ul style="list-style-type: none">M.S. IN COMPUTER SCIENCE<ul style="list-style-type: none">Graduate Project (Game Programming/Design)Legal Issues in Data MiningSimulation and Modeling of Discrete SystemsDesign and Analysis of Computer AlgorithmsMobile ComputingMobile Programming for iOS DevelopmentInformation SecurityDatabasesEvaluation of Computer SystemsComputer Communications and NetworksDesign of Operating SystemsDiscrete StructuresData StructuresCalculus I-III & Linear Algebra (KCTCS/WKU)Logic (WKU)Programming in Visual Basic (WKU)		
Bowling Green, KY	KCTCS & WKU	2010 – 2012
<ul style="list-style-type: none">CS MASTER'S PREREQUISITES		
Bowling Green, KY	Western Kentucky University	2004 – 2009
<ul style="list-style-type: none">B.S. IN MATH AND SCIENCE EDUCATION		

WORK HISTORY

MARTIN ELECTRONICS CO-OWNER PRIVATE TUTOR & SUBSTITUTE TEACHER <ul style="list-style-type: none">Privately tutored in math, programming, and computer literacyTaught as a substitute teacher for the local school systemPC/Laptop troubleshooting and repair, PC System building, home network installationCollins Distribution Internet Reseller, OTA antenna sales and installation, satellite dish installationHome security system sales and installation, TV mount installation, MIMO cellular antenna installation	I now need to be close to home due to family health issues (epileptic brother and mother developing dementia)	2020 – 2023
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JUNIOR PROGRAMMER / GAME DEVELOPER PRIVATE TUTOR	TUTELAGE TECH, NASHVILLE, TN	2017 – 2020
Worked with teams of five to seven to develop educational tools. Also designed and created gamification-based math and science games.		

2019 – 2020

-Continued designing educational study tools for educational institutions
-Designed and implemented second example RPG game "Math Slashers II" with gamified learning in Godot
-Managed relational databases to be used with game
-Implemented basic multiplayer functionality
-Designed and programmed various puzzles and enemy types
-Created basic art assets to later be replaced by artist
Primary languages: **C#, Java, Python, GDScript, SQL**

2018 – 2019

-Continued designing educational study tools for educational institutions
-Lobbied for use of gamification-based learning strategies (interrupting gameplay with quizzing)
-Created example project, platformer game "Periodic Turntables" in Unity Engine with gamified learning
-Created example project, more complex RPG type game "Math Slashers" with gamified learning. Began in Unity but switched to Godot
Primary languages: **C#, Java, Python, GDScript**

2017 – 2018

-Designed and implemented educational study tools and quizzing modules for various subjects, focusing mainly on math
-Recorded educational videos to attach to quizzing and study modules
-Implemented SuperMemo 2 type study retention spaced learning algorithm
Primary languages: **C#, Java, Python**

HEAD OF TUTORING SERVICES & ADJUNCT INSTRUCTOR <ul style="list-style-type: none">Tutored and coordinated tutoring in math, CIT/programming, and other topicsInterviewed and trained student/part-time tutorsTaught over 100 credit hours of math and CIT/programming coursesAward: The Learning Center at SKYCTC voted BEST Academic Improvement Program/Tutoring Center in area (2013)Award: SKYCTC Mentor Award winner for exceptional service to students (2011)	SOUTHCENTRAL KY COMMUNITY AND TECHNICAL COLLEGE, BOWLING GREEN, KY	2009 – 2016
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MOST FAMILIAR PROGRAMMING LANGUAGES

C#	C++/C	Python	GDScript	Java
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