Jonathan **Castle**

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Languages

Python	HTML
Java	CSS
C#	C++
Javascript	

Software Skills

Git, Jersey, Linux, Windows, Mac, Intellij Idea, Visual Studio, Eclipse

Spring, Hibernate, Tomcat, Protractor, .NET, Chef

Eduction

2012-2017 **BACHELOR COMPUTER SCIENCE** *Portland State University*
Completed March 25th, 2017

2016 **SENIOR PROJECT** *Role: Team Lead*
Project: Scheduling Web Application
- Lead a team of 7 engineers in constructing a web application to organize student volunteers
- Project was a PHP based web application, using a javascript front end, and MySQL for database access.
- Set up and ran meetings, coordinated engineers, managed and created work items for engineers, and developed changes.
- Worked closely with customer to accurately elicit project requirements and provide timely status updates.

Work

Jun 2016 - Dec 2016 **QUALITY ASSURANCE INTERN** *Tripwire*
- Assisted in the beginning of a new project aimed at improving user experience, involving the React Javascript framework
- Wrote tests in python using Protractor to ensure the React code worked as expected
- Constructed and executed test plans for the company's primary, Java based product
- Researched technologies relevant to new project including AWS, Azure, Chef, and React

Jan 2016 - Jun 2016 **SOFTWARE DEVELOPMENT INTERN** *Viewpoint Construction Software*
- Programmed bug fixes and features for the company's .NET product in C# and Visual Basic
- Participated in design and architecture meetings
- Created an application for automating the upgrade of all projects in the company in Python
- Completed work items, and fixed problems if QA sent it back

Jun 2015 - Dec 2015 **SOFTWARE DEVELOPMENT INTERN** *Cambia Health Solutions*
- Worked on a large, Java based application that monitors project management software for best practices
- Learned how to implement web applications using Apache Maven and the Jersey framework
- Implemented bug fixes and features for a web based reporting application
- Implemented procedures for handling work item quality violations in Groovy