

Jonathan Llewellyn

5709 Westluxe, Montreal, QC, H4W 2N5
inexistenz@gmail.com
514-245-9117

Professional Skills

Computer Skills:

- Strong knowledge of **PHP**, **C++** and **Java** programming languages
- Familiarity with **Javascript**, **C#**, **Python** and **Ruby** scripting languages
- In-depth knowledge of the **Autodesk Maya** 3D modeling program
- Experience in **Unity**, **Inkscape**, **GIMP**, **Adobe Photoshop** and **Illustrator**
- Knowledge of **Windows**, **Mac OS X** and **Ubuntu** operating systems
- Familiarity with **HTML**, **CSS**, **Flash** with **ActionScript 3** and **XML**
- Soldering and hardware skills including **Arduino** and **AVR**
- Solid debugging and troubleshooting skills

Soft Skills:

- Exceptional learning ability
- Easy to get along with
- Works well under pressure
- Well connected
- Excellent command of the English language and working knowledge of French

Employment

July 2013 in Montreal, QC

Programmer/Consultant

Timecode Lab

- Development of a mini NodeJS REST server with MySQL database
- Unity integration of the NodeJS server
- HTML interface creation for server

February 2013 – May 2013 in Montreal, QC

Web Integrator/Consultant

Intact Financial (through ktalysis)

- Frontend implementation and maintenance with HTML and JavaScript
- Integration of Adobe Test&Target
- Individual version control with Git

June 2012 – Present in Montreal, QC

Freelance Web Developer

Farsk

- Customer relations
- HTML and Javascript page redesign according to client needs
- PHP template use
- Live updates for clients, using dropbox

December 2011 – August 2012 in Montreal, QC

Programmer Analyst

M.A.D.E. Media

- PHP backend programming using CodeIgniter for data capture and storage
- Frontend development and design with HTML and JavaScript
- SQL database setup and monitoring
- Version control with Git

September 2011 – March 2012 in Montreal, QC

Programmer/Research Assistant

Jason Camlot/TAG lab in Concordia University

- Sound Engine research and design for iPad
- Plugin creation research for Unity 3d
- Graphics and gameplay scripting in Unity 3d

Education

Fall 2011 via Internet
Stanford University
Artificial Intelligence
Machine Learning
Databases

2008 - 2011 in Montreal, QC

Concordia University

Major in Computer Science with the Computation Arts Option (104 credits)

2004 - 2007 in Montreal, QC

Vanier College

DEC in Communications, transferred from Pure and Applied Science

Community Involvement

Regularly attend Mount-Royal Game Society and Montreal's Android Google Developer Group meet-ups. Wushu Performances. Participated in the 2011 Ego games (Jul 23, 2011).

Interests

Programming, Wushu, Economics, Culture, Exercise, Video Games, Animation, Electronics, Physics, Astrophysics, Philosophy, Mythology, Origami.