

JONATHAN BARNDT

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EDUCATION | **UNIVERSITY OF NEW MEXICO – ALBUQUERQUE, NM**
BS in Computer Science, GIS Minor, Graduated May 2020
3.48 GPA

RELEVANT COURSES | Design of Large Programs Vector Graphics
Advanced Programming for GIS Data Organization with C

SKILLS | **Programming Languages:** Python, Java, C#, C++, C, Javascript
Software: Matlab, IntelliJ, Unity, PyCharm, Jupyter Notebook, Excel

PROJECTS | **Advanced Programming for GIS – Final Project**
Spring 2019
Wrote a Python program to analyze forest fires found in satellite imagery.
Vector Graphics – Final Project
Spring 2019
Created interactive demonstrations of ray tracing CGI effects using C++ and OpenFrameworks.

WORK EXPERIENCE | **TEACHING ASSISTANT – UNM, CS 351, Design of Large Programs**
January 2019 – May 2020
• Answered questions from students in person during labs
• Held office hours
• Graded homework assignments written in Java

SOFTWARE ENGINEERING INTERN – SIGNAL GARDEN
May 2017 – July 2017
Wrote an app called Atom Visualizer in Augmented Reality using C#, Unity and the Google Tango SDK (now known as ARCore).

ACHIEVEMENTS & AWARDS | **EAGLE SCOUT – TROOP 2, HUDSON, MA**
Achieved Rank, November 2014
Eagle Project: Led a 10-man team in marking trails and putting in posts at the start and end of each trail at a local park in Hudson, MA.

AMIGO SCHOLARSHIP – UNIVERSITY OF NEW MEXICO
Merit based, Awarded Fall 2015