

Jonathan Cogswell

Software Developer | Knoxville, TN

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As a dedicated Full Stack Software Engineer, I leverage my unique background in law enforcement to bring exceptional attention to detail and a collaborative mindset to every project. My past experiences have honed my ability to work under pressure, ensuring precision and reliability in all tasks. Passionate about learning and solving problems, I am excited to use these skills, along with my solid foundational knowledge of JavaScript and Python, to innovate and develop highly functional applications that drive meaningful impact and efficiency.

SKILLS

Languages: Python, JavaScript, HTML, CSS, SQL, Mongo, Typescript, EJS, C, Java

Libraries and Frameworks: Node, React, Express, Django, jQuery, Jest, Mongoose, Mocha, Spring

Databases and other: AWS, EC2, GitHub, Postgres, MongoDB, MySQL, RESTful Routing, API's, JSON, Postman, AJAX, Wordpress, Unit Testing, Single Page Applications, Server-side Rendered Applications

Interpersonal Skills: Passion for Learning New Technologies, Problem Solving, Communication, Collaboration, Teamwork, Time Management, Attention to Detail

TECHNICAL PROJECTS

UtiliSuite, June 2024 – [GitHub](#) | [App](#) – Java | Spring | React

A suite of utility tools all in one application, using a Spring Boot back end and React front end.

- Created a comprehensive REST API capable of full CRUD operations, using Java and Spring Boot framework.
- Used the React framework to implement multiple functional utilities in one organized application.

ToDo or Not ToDo, May 2024 – [GitHub](#) | [App](#) – Express | MongoDB | React

A full stack MERN application for managing ToDo tasks. For this group project I worked as the Front-End Manager and Lead Developer.

- Created a comprehensive REST API capable of full CRUD operations, using Express framework and MongoDB.
- Used the React framework to implement a full CRUD todo application.

Qwixx, April 2024 – [GitHub](#) | [App](#) – JavaScript | HTML | CSS

Based on the dice game produced by GameWright, this app allows users to play the game without pen and paper.

- Created a dynamic and visually accurate game interface using CSS and HTML.
- Implemented full game functionality with JavaScript, including game state updates, turn management, and scoring mechanisms.

EXPERIENCE

Police Officer, City of Knoxville, Knoxville, TN, April 2020 – March 2024

- **Team Collaboration:** Worked in unison with 8-12 fellow officers to share knowledge, divide tasks, and maintain a cohesive unit for optimal performance.
- **Communication:** Engaged with community members to gather information, provide updates, and address concerns, ensuring clear and effective dialogue that fostered trust and collaboration between law enforcement and the public.
- **Adaptability:** Successfully navigated diverse situations and roles within law enforcement, adeptly adjusting strategies and responses to evolving challenges and community needs, demonstrating resilience and effective problem-solving skills throughout various calls, assignments, and initiatives.

EDUCATION

General Assembly, Software Engineering Immersive, March 2024 – June 2024

Full-stack software engineering 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Florida State College at Jacksonville, Associate of Arts, June 2017

General education degree with a focus in Computer Science, Mathematics, and Programming. Classes included languages such as C and Java, Internet Security, and Calculus.