

# Jeff Jose

Software Developer

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## WORK EXPERIENCE

### AppDialog (Mobile App Developer - Android)

*January 2017 – Current*

- Working with a startup company to develop a new mobile application for the health care industry.
- Developed UI using Microsoft Xamarin Studio with C# and XAML using MongoDB database and NodeJS for networking.
- Developed application in an agile environment using scrum methodology and Jira tools
- **Outcomes:** Developed 20+ pages for the mobile application

### Green Apple Education (Lead Programming Instructor)

*September 2016 – May 2017*

- Worked with tutoring company located in Cupertino, CA to teach students programming languages.
- Conducted class room training and online training using google hangouts for the programming languages Java, C#, Unity, Redstone, Scratch, Greenfoot, and Lego Minsdtorm EV3.
- Taught 30+ students in 8 months.

## Applications Developed

### Space Puzzler (Android application)

*July - September 2017*

- Independently designed, developed and published a mobile application in 2 months timeframe.
- Optimized the application using Unity game engine and Unity profiler to move a virtual ball using screen tilt and on screen buttons
- **End product:** Android game currently available on google play store with 20+ levels, UI and advertisements

Link to App - <https://play.google.com/store/apps/details?id=com.Jeff.SpacePuzzler>

### SJSU Whiteboard Application, Team Front-End Developer

*August - October 2016*

- Worked with a team of 3 to create a drawing java jar application implementing OOP concepts using JavaFX
- Managed front – end development of application from UI designing of application to input handling
- **End product:** Whiteboard application where user can create simple shapes, import and export project and view exported project as PNG
- Link to project - <https://github.com/alex-choy/Making-a-Board-that-is-Not-White>

### Global Game Jam (48 hours), Team Level Designer & Software Developer

*January 2016*

- Collaborated with group of 5 people with unique skillsets to create a “ritual” theme based game in a constricted time
- Discussed with team to create plan to finish project in time period
- Worked on level design and handling player input
- **End product:** Windows game developed using game maker containing Complete game with storyline, 3 levels, 5+ unique enemies and boss battle
- Link to game- <http://globalgamejam.org/2016/games/dungeon-rituals>

## Skills

- **Programming Languages(Proficient):** Java, C#, Javascript, CSS, HTML
- **Programming Languages(Beginner):** Python, Node JS, MongoDB, XML, XAML, JSON
- **Frameworks:** Javafx, Libgdx, Monogame, OpenGL, Microsoft Xamarin Studio, Unity
- **Programming Tools:** Github, Jira
- **Programming Concepts:** Object Oriented Programming, Data Structures, Agile Development, Multithreading

## Education and Training

San Jose State University, College of Science

Bachelors of Computer Science, Computer Science Department

Vice President of Game Development Club

Member of Computer Graphics Club

**Expected May 2018**

**Major GPA: 3.61**