

Jeff Jose

Software Developer

☎ : (831) 419-0387 | ✉ : josejeff@yahoo.com

in: linkedin.com/in/jeff-jose

🐙 : Github.com/josejeff

🌐 : josejeff.github.io

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 Minsdorm 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

Expected May 2018

Bachelors of Computer Science, Computer Science Department

Major GPA: 3.61

Vice President of Game Development Club

Member of Computer Graphics Club