

 [linkedin.com/in/jonathan-fox-cs/](https://www.linkedin.com/in/jonathan-fox-cs/)
 [fishwash.github.io/jfox-website-v2/](https://github.com/jfox-website-v2/)
 github.com/FishWash

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San Francisco, CA

JONATHAN PAUL FOX

Software Engineer - New Grad

SKILLS

Proficient: Unity, C#, React, JS, Java, Python, JS, React, HTML, CSS, Git

Some Experience: C, C++, Kotlin, Linux/Unix

PROJECTS

Street Fighter VR (Unity VR Game) | <https://github.com/FishWash/street-fighter-vr>

Led a team of 8 to complete a VR multiplayer fighting game. Built the game with C# in Unity 3D. Collaborated with Slack and Discord. Used GitHub to share code and Trello to assign tasks to team members. Led teammates by holding weekly meetings, working together in person, and solving coding issues. Worked with a separate audio team to produce music, sound effects, and record voice acting. Obtained character models and environment models from the Unity Asset Store.

Gatorhouse (React Website) | <https://github.com/CSC-648-SFSU/csc648-sp19-team14>

Worked in a team of 7 to build a model housing website for SFSU students. Followed UI/UX principles learned in class to make a simple, functional, and easy-to-use webpage. Used the SCRUM methodology in our team to ensure timely project completion. Collaborated on Slack and Trello.

Hearthstone Card Lookup (React Website) | <https://tinyurl.com/hs-lookup>

Created a web app using React that analyzes and displays data from an API. Used multiple frameworks, including react-bootstrap and reactable. Hosted online using Netlify.

Pointer Mace (Unity Browser Game) | <https://github.com/FishWash/pointer-mace>

Built a game with C# in Unity. Made pixel art using Aseprite, keeping to a basic, geometric art style. Procured sound effects from online and combined them in Audacity to be used in game. Wrote upbeat music for the game in LMMS.

INTERNSHIPS

Software Engineer, Intern
Olixus Inc. (Startup)

Jun 2017 - Sep 2017
Santa Clara, CA

Worked with a team of 5 to develop JITS, a commercial web and mobile app. Built the Android implementation of the app using Java in Android Studio. Set up the app to communicate with a server using HTTP requests. Implemented basic HTTP authentication using OkHttp. Designed the UI to be functional and easily usable for potential customers.

EDUCATION

B.S. in Computer Science
San Francisco State University

Aug 2017 - May 2019

- Relevant Coursework: Analysis of Algorithms, Multiplayer Game Development, Artificial Intelligence & Machine Learning, Database Systems
- GPA: 3.58

City College of San Francisco

Jan 2016 - May 2017

San Jose State University

Sep 2012 - Dec 2015