

Jonathan Jan

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Seeking a full time Sound Design or Web Development co-op with skills in FL Studio and JavaScript

Education:

Rochester Institute of Technology (Rochester, NY) - **Major:** BS, Game Design and Development
Expected 2026 - **cGPA:** 3.81 - Dean's List (Fall 2022, Spring 2023, Fall 2023)

Skills:

Foreign Languages: Mandarin Chinese (Basic), Japanese (Basic)

Programming Languages: C#, Java, JavaScript, HTML, CSS, Python

Programs: FL Studio, Audacity, BFXR, Visual Studio, Visual Studio Code, Unity, Eclipse IDE, IntelliJ, Git, Obsidian, Davinci Resolve, Axure, AutoCAD, Maya, OBS Studio, Android Studio, Adobe Creative Cloud

Technical Skills: Documentation, UI/UX, Custom Software Solutions, Music Production, Video Editing

Projects:

Newgrounds Music

September 2022 - Present

Composed many songs and posted as free for commercial use for web-based games or animations. Songs were created using SoundTrap and FL Studio. Oftentimes these are purely passion projects and the genres can vary.

BuffScript

February 2022 - Present

Created framework within the mobile game Geometry Dash, allowing complex procedures and logical organization of triggers (code). Created two games (third currently in progress) totaling over 200k downloads. For these levels, I created sfx and music as well as creating audio systems in the game

Railgun

February 2023 - May 2023

Collaboratively programmed a top-down shooter in MonoGame (C# XNA) with a team of 5. Designed external tool level editor allowing rapid prototyping and creation of fully featured maps. Composed 2 songs for it as well as making infinite procedural map stitching, tile mapping, map importing, and a camera system

Java Game Library

September 2021 - April 2022

Dedicated hundreds of hours to building a library of tools for graphics rendering and game creation in the Java programming language. Coded all tools from the ground up with extensive bug testing

Professional Experience:

Rochester Institute of Technology (Rochester, NY) - *Teaching Assistant* *August 2023 - December 2023*

- Assist teaching 28 students C# in Game Development and Algorithmic Problem Solving I
- Promote students' understand of new content and aid when struggling
- Grade assignments to give feedback, assess comprehension, and ensure academic integrity

National Student Leadership Conference (UCLA) - *Assistant Team Advisor* *June 2023 - July 2023*

- Led and taught a group of ~20 high school students about video game creation as a mentor and teacher
- Created and taught several lessons/workshops for 100 students, including composition of music and sound design creation, production, and 2D basics within Unity (eg: level design and tile mapping)
- Acted as a resident advisor for students in a dorm setting, building rapport and relationships and promoting a safe learning and living environment

McDonald's Corporation (Hackettstown, NJ) - *Crew Member* *July 2021 - August 2022*

- Communicated with team members to promote efficiency in a fast-paced, high-pressure environment
- Built rapport with customers while providing excellent customer service

Activities:

First Tech Challenge Robotics Team - *Lead Programmer, Team 10096* *June 2021 - August 2022*

- Designed, programmed, and created a robot for FTC competitions
- Programmed and documented in Java, all functionality of robot, autonomous, teleop
- Led community outreach events teaching youth about the robot and robotics

Quest Karate Martial Arts - *Black Belt, 1st Degree* *October 2010 - November 2021*

- Volunteered teaching classes of ~20 younger children and lower belts karate skills and philosophies
- Mentored karate students and modeled discipline, confidence, humility, and politeness
- Created official student handbook to promote learning history and terminology of *Isshinryu* karate style