

Jonah Alligood

Software Engineer

Highly motivated software engineer and recent graduate with three years of experience in the field. Particularly strong in the areas of web technologies and backend development. Looking for new opportunities offering tech ownership and meaningful impact, while providing value to the company.

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WORK EXPERIENCE

Software Engineer II World Wide Technology

02/2022 - Present

Achievements/Tasks

- Worked on a team developing an internal risk management tool.
- Provided aid to junior developers in learning software skills.
- In a pair, continued development of an internal B2B supply chain management application.

Backend Developer DataAutomation

08/2021 - 11/2021

Creates automation solutions for clients in the e-commerce sphere; usually syncing inventory or tracking between platforms.

Achievements/Tasks

- Developed and maintained internal framework for writing automation workflows.
- Worked closely with clients to scope and spec projects.
- Developed API integrations between large e-commerce platforms like Skubana, ShipStation, and Shopify.

Junior Software Developer Precision Planting

06/2019 - 08/2021

Develops agriculture solutions using highly performative software and retrofitted hardware; generally for planter insight.

Achievements/Tasks

- Developed a memory mapping tool for the purpose of converting various ELF dump formats into a unified internal file format.
- Worked with a small team to develop and maintain a homebrew CAN bus read/write application.
- Kicked off and largely owned software to manage and generate C++ header files containing CAN bus definitions.

EDUCATION

B.S. in Computer Science University of Illinois at Springfield

08/2018 - 05/2022

SKILLS

JavaScript

Node

React

Vue

C++

Java

PHP

Qt

Agile

Teamwork

PERSONAL PROJECTS

Cube With Me (01/2021 - 06/2021)

- Developed a speed-cubing website for users to race one another.
- Service included the ability to create and join rooms.
- Implemented WebSockets to functionally drive the backend state of rooms.

JEngine2D (09/2019 - 10/2020)

- Created a 2D game engine mostly for myself for use in Ludum Dare game jams.
- Supports OpenGL 3+ for rendering.
- Includes features like Spritesheets, Font loading/rendering, and audio playback.

Just Listen (09/2018 - 05/2019)

- Created a service for musicians to link their discography on every platform.
- Developed a Spotify integration to import an artist's existing discography.

INTERESTS

Remote Work

JavaScript

Full-stack

Agile

Continuous Learning