

# Jonathan D. Alger

Software Engineer

(508) 612-0010

jonayer123@gmail.com

www.jonathandalger.com

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## Education

**University of Utah School of Computing**

Major: Computer Science

*Emphasis in Entertainment Arts and Engineering*

Salt Lake City, UT

May 2018

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## Relevant Skills

### Programming Languages

C#    C++    C    Python    Java    JSP    Kotlin    HTML    CSS    SQL

### Programming and Work Environments

Visual Studios    GitHub    Unity    Windows  
QT Creator    Android Studio    Unreal Engine 4    Linux/Unix Terminal  
Eclipse    Trello    Slack Chat

### Relevant Courses

Software Practice I/II    Computer Networking    Computer Systems  
Algorithms    Database Systems    Operating Systems

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## Technical Projects

### **Lost Borderline, Current Project**

**Ship Date: April 2018**

- Gameplay programmer (C#) – team of 17 people
- Developed one of the core gameplay mechanics, control of the Borderlines
- Created an Enemy Type that utilizes Path Finding for the AI Behavior

### **HTTP Web Proxy Server, Winter 2018**

- Programmer (Python) – Individual Project
- Used Multithreading to handle multiple concurrent requests from different clients
- Utilized VirusTotal to filter requested files for Malware

### **Roots, Summer 2017**

- Lead Programmer (C#) – team of 4 people
- Using Unity, with Visual Studios support, developed a 2D platformer game
- Used Scrum to divide up work into smaller and more manageable sprints

### **Airbnb Database System, Spring 2017**

- Software Engineer (Java, JSP, SQL) – team of 2 people
- Created a web-based database system like *Airbnb*.
- Developed a web-based interface to connect and query the database system.

### **Sprite Editor, Spring 2016**

- Software Engineer (C++) – team of 6 people
- Uses QT Creator to develop the sprite editing software
- Utilized a GitHub repository to branch and merge different versions of code

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## Work Experience

**Game Engineer:** PigeonCube Studios LLC, Salt Lake City, UT

Fall 2017 - Present

- Agile-Scrum Development
- Current Project – Lost Borderline