Jonathan D. Alger Software Engineer

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Education

University of Utah School of Computing   Salt Lake City, UT
Major: Computer Science   May 2018
Emphasis in Entertainment Arts and Engineering

Relevant Skills

Programming Languages

C#   C++   C   Python   Java   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

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

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

Work Experience

Game Engineer: PigeonCube Studios LLC, Salt Lake City, UT   Fall 2017 - Present
- Agile-Scrum Development
- Current Project – Lost Borderline

Sale Associate: Nordstrom Rack, Salt Lake City, UT   Summer 2015, Spring, Summer 2016
- Enhanced organization and management skills
- Communication skills, ensured customer satisfaction