jonathanfielder93@gmail.com

# Jonathan Fielder

github.com/jonathanFielder

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## EDUCATION

**Bachelor of Science in Computer Science, Minor in Mathematics**               June 2022 – December 2024
Appalachian State University, Boone, NC - 3.84 GPA
- Graduated with High Honors
- Relevant Coursework: Data Structures, Android Development, Neural Networks, Client Side, Database

## WORK EXPERIENCE

**IT Systems Modernization Intern**          Carpenter Technology  -  Raleigh NC          May 2024 - August 2024
- Developed and maintained automated solutions using RPA (Robotic Process Automation) to meet business needs, following Agile practices.
- Researched the viability of AI for internal business requirements, including Document Understanding.
- Leveraged **VB** and **C#** along with **UiPath and Power Automate** to automate internal business logic.

**Operations Manager**          Faith Xtreme - Winter Haven FL          January 2018 - May 2020
- Managed donation center and food pantry including maintaining inventory and coordinating volunteers.
- Oversaw operations of after-school programs attended by 80 students weekly. Planned and prepared meals, transported students, organized and supervised activities, and communicated with parents.
- Maintained grounds, vehicles, and equipment of two youth center campuses.

**Audio Lead**          Skunkape Interactive - Lakeland FL          February 2014 - December 2020
- Co-founded video game studio Skunkape Interactive.
- Published two games through the Steam digital store.
- Designed and created sound effects and soundtracks for both releases.
- Utilized **C#** language to implement audio events in the **Unity** Engine while utilizing **Perforce** for version control.

## PROJECTS

**Cross Platform Application Development for Hunger & Health Coalition**          Fall 2024
- Worked with a 3-person development team using **React-Native** and **Expo** with **JavaScript** and **TypeScript**.
- Designed and implemented a repository pattern for accessing data from a testing environment as well as with API calls using **Axios**.
- Used feature branching on GitHub for version control.

**Four-Operator FM Synthesizer and Sequencer Language Parser**          Spring 2024
- Developed a synthesizer instrument, showcasing advanced signal processing skills using the functional programming language **Faust**.
- Created a sequencer language and a language parser written in **Haskell**.

**Game Suite with User Logins Using Maven**          Fall 2023
- Developed a game suite application using **Java** and **Maven** working with a 5-person team.
- Application utilized login logic to keep track of specific player high scores.
- Utilized Weekly Sprints and Test-Driven Development following Agile Methodology.

**Python Web Scraper**          Fall 2021

*https://github.com/jonathanFielder/reverb-price-finder*
- Web scraping app utilizing **Python** and **BeautifulSoup** to collect data from Reverb.com.
- Uses user-defined parameters, to email users with collected information.

## TECHNICAL SKILLS

- **Languages:** Java, Python, SQL, Kotlin, C++, C, C#, HTML 5, CSS, Haskell, X86 Assembly, JavaScript, TypeScript, R, Faust, Max MSP
- **Frameworks and Libraries:** React Native, Node.js, BeautifulSoup, NumPy, Axios, Expo, HTMLSession, Angular
- **Tools:** Maven, Gradle, Git, Perforce, Microsoft Suite, UiPath, SAP, Power Automate, Android Studio, Linux, Unix, Windows, TensorFlow, Azure DevOps, Postman, Trello