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# Jonathan T. Prill

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Full stack web developer and mechanical engineer with experience in coding and mechanical design. Along with obtaining a B.S. in mechanical engineering, I recently earned a certificate in full stack web development from The University of Texas at Austin with a focus in the MERN technology stack. I am excited to leverage my strong teamwork and communication skills to collaborate in efforts to build the next generation of the web. My technical aptitude in a wide variety of mechanical engineering software paired with my knowledge of coding and pursuit of progression in computer science makes me a unique addition to any team.

## Technology + Engineering Experience

### Coding Boot Camp

The University of Texas at Austin ▪ November 2021–Present

- Mastered skills include HTML5, CSS3, JavaScript, React, jQuery, Bootstrap, Express.js, Node.js, MongoDB, MySQL, Git, Command Line, Database Theory, DOM manipulation, and API manipulation.
- Consistently developed using proven coding paradigms such as OOP, TDD, MVC, and mobile first development.
- Leveraged CRUD operations to interact with RESTful API's to build several group and personal projects.
- Built strong relationships collaborating with professional developers to construct complex front-end, back-end, and full stack web applications.
- Completely immersed myself in the boot camp by dedicating over 40 hours per week on coding while taking advantage of every tutoring service and extracurricular available .

### Senior Engineer

Hinged, Austin TX ▪ 2019–September 2021

- Headed the design team in a high volume, fast paced environment while maintaining a steep level of customization.
- Managed the engineering department's parametric databases while allowing for scalability.
- Improved our design libraries and raised the standards of the team's CAD output.
- Led the team under lean manufacturing principles such as 5S and six sigma while maintaining a high level of precision.

### Bicycle Technician

Burkes Cycles, Wellington NZ ▪ November 2016–April 2019

- Used SolidWorks to design new stainless steel bench-tops and suspension servicing stations to be implemented in the workshop.
- Substantial experience building wheels including cutting and threading spokes.
- Attended Specialized Bicycle Component University in Rotorua New Zealand to further my understanding of new components and products.

## **Mechanical Design Engineer**

Designer's Workshop, Richmond VA • July 2015–August 2016

- Designed automated machinery within a small team for a wide variety of clients using Inventor, Solid Edge, AutoCAD and SolidWorks.
- Programmed a number of robotics/automated machinery using Ladder Logic Software.
- Oversaw a research and design project between Designer's Workshop and High-Tech Machine Manufacturing as the main client liaison.

## **Engineering Intern**

Designer's Workshop, Richmond VA • 2009–2015, Seasonal

- Created 2D drafts of electrical schematics in AutoCAD.
- Generated 3D models in Autodesk Inventor of dated machine components.

## **Technical Skills**

### **Coding, Web Development, and Engineering**

- Extensive experience in JavaScript, React, HTML5, CSS3, jQuery, Bootstrap, Express.js, Node.js, MongoDB, MySQL, Git, Command Line, Handlebars.js, Database Theory, DOM and API manipulation.
- Proven success with paradigms such as OOP, TDD, MVC and mobile first design.
- Extensive use of AutoCAD, Inventor, WoodCAD|CAM, CutRite, and SolidWorks.

## **Projects**

### **Spray Can**

A social media app designed to encourage the discovery and appreciation of street art from around the world. Check it out for yourself at: <https://enigmatic-cliffs-72783.herokuapp.com/> or on GitHub at <https://github.com/jonathanprill/spray-can-project-2>.

- Programmed the front and back end of this project.
- Developed using the MVC paradigm while leveraging different technologies and APIs such as Leaflet, Multer, MySQL, Handlebars.js, Bulma, bcrypt, HTML5, CSS3, and JavaScript.

### **Chess Master**

Discover fresh opening tactics used by the world's best players or search for your friends in this interactive chess training ground. Find it at: <https://jowstafford.github.io/ChessMaster/> or on GitHub at <https://github.com/jonathanprill/ChessMaster>.

- Utilizes three APIs including Chess.com's extensive database and an interactive chessboard.
- Leveraged CRUD operations to interact with RESTful APIs.
- Built using JavaScript, HTML5, CSS3, and Foundation.

## **Education**

### **Coding Boot Camp at The University of Texas at Austin • November 2021-Present**

Certificate in Full Stack Web Development

### **Old Dominion University, Norfolk, VA • Class of 2015**

Bachelor of Science in Mechanical Engineering Technology, Minor in Engineering Management