Jon Eisenhour

224-360-7292 | j.eisenhour@outlook.com | linkedin | github

EDUCATION

Colorado State University — Fort Collins, Co
Bachelor of Science Degree in Computer Science — *Aug. 2019 – July. 2024*

RELEVANT COURSEWORK

Map Website | *JavaScript, Java, RestfulAPI, Scrum, React, Zenhub* — January 2023 – May 2023

- Developed a website that allows for the planning of trips anywhere on earth
- Worked in a team of four where tasks were delegated and discussed using Scrum

PROJECTS

Technical Portfolio | Live | *Three.js, React, TypeScript, CSS/HTML* — May 2024 – Present

- Developed an interactable 3D solar system themed portfolio using three.js.
- Implemented animations through 3D space and 2D animations with CSS.
- Used custom sounds to help bring the environment to life.

Audio Synthesis Application | Repo | *Python, CustomTKinter, NumPy* — March 2024 – April 2024

- Developed a standalone application that uses music theory and an ADSR envelope to create a sequence of notes based on multiple input parameters output as a wav file
- Implemented an easy to use interface with CustomTKinter to change input parameters
- Has the ability to create and use presets that can be imported or exported for later use
- Allows for the selection of different waveforms such as sin, square, triangle, or saw

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, CSS/HTML, Java, Python, C/C++, SQL (MySql)
Frameworks: React, Three.js Node.js, Tailwind
Tools: GitHub, VS Code, IntelliJ, Eclipse, Draw.io, Scrum

EXPERIENCE

Public Works Seasonal Employee — May 2021 – August 2022
Grayslake Public Works — *Grayslake, IL*

- Worked in groups of two or more people to complete tasks given by a manager
- Ensured various tasks were completed professionally and in a timely manner
- Communicated with citizens outside of work to gain insight into public needs

EXTRACURRICULAR ACTIVITIES

Esports Team Captain — August 2023 – December 2023

- ∗ Coordinated times and dates for practice twice a week between five people.
- ∗ Took the lead as an in-game shot-caller where directions would be given in a high stakes environment.

Esports Head Coach — January 2024 – May 2024

- ∗ Scheduled and met individually with three or more people on a weekly basis to discuss game fundamentals and create plans for improvement.
- ∗ Created and presented three hours of slides on various game topics to team members.
- ∗ Directed tryouts for three teams of five players from thirty people over three days. Optimized teams based on skill, synergy, and willingness to learn.