Jonnathan Martinez

928.315.2886 • jmart116@asu.edu • https://jonnhynick.github.io/

SUMMARY

BS Computer Scientist with internship experience as a Software Development Engineer and Data Scientist, looking for a Full-Time position starting December 2018. I am looking for a company that will continuosly challenge my skills and foment my career as a Software Development Engineer. I am team-driven

EDUCATION

B.S., Computer Science; Concentration: Software Engineering.   Graduating Dec 2018
Arizona State University, Tempe, AZ.   3.46 Major GPA

TECHNICAL SKILLS

Programming: C, C++, Java, C#, T-SQL, NO-SQL, Python, HTML5, CSS, Javascript, Oracle SQL.
Methodologies: Object Oriented Design Analysis, Service Oriented (RESTful & SOAP), Machine Learning.
Software Development Methodologies: Agile Development, SCRUM Development.

PROFESSIONAL EXPERIENCE

Software Development Engineer Intern, Edupoint Educational Systems, Mesa, AZ: **12/2017 – Current**
- Design, modify, write and implement new features for our School Administration Software using the .NET framework.
- Create Unit Testing Scripts, Debug Software, exploratory testing, participate in code reviews.
- Communicate across different departments to meet software specifications and deliver School Districts with the best school administration software.

Data Scientist Intern, Avnet, Phoenix, AZ: **5/2018 – 8/2018**
- Developed Python Scripts to Automate Processes.
- Designed and implemented an Auditing Tool program (Java, Python) which boosted productivity and Validated correct information in our Database System.
- Auditing Tool Program is now widely used by the company and saved around 20 human hours of work.
- Designed, and Migrated Databases into our SQL servers.

PROJECTS

Personal, Design Patterns   **Current**
- Design UML diagrams and Implement the collection of Design Patterns by the "Gang of Four"
- Recreate the Design Patterns in Java, C# and Python.

ASU, Mad Dog Website   **Spring 2018**
- Collaborated in a team of five to design and develop a website for a non-profit That connects Pet Owners to lost pets during natural catastrophes.
- Established cost efficient and time effective milestones using GitHub and Agile/SCRUM development.
- Ensured team compliance by being SCRUM master.
- Technologies used, T-SQL, JSON, HTML, CSS, Javascript, XML.

ASU, Compiler   **Summer 2017**
- Developed a basic compiler by creating a Lexer, Parser and using the Hindley-Milner type inference To check code whether line assignments were being correctly assigned.
- Technologies Used C++

Other Projects
- Web Services (RESTful & SOAP) (C#), Trained Binary Classifiers(Python/Tensorflow), Space Invaders Game (C#)

ACTIVITIES

ASU Society of Profesional Hispanic Engineers   **8/2015 – Present**