Jonathan Reyes

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Objective

Design with complexity in mind. Develop applications and systems by utilizing background in software development, technical writing, game design, and mathematics. Foster passion for technology with interpersonal professionalism inspired by teamwork in group projects that spanned multiple languages, platforms, and development tools that included version control, design, and documentation.

Technical and Computer Skills

- Concurrent Processes and Threads
- Requirements Gathering and Analysis
- Problem Solving via Abstraction
- Sorting Algorithms and Complexities
- Technical and End User Documentation
- Web, Game, and Shell Development
- Database Query and Design
- Version Control and Teamwork Collaboration
- Language Adaptation and Self Study

Languages and Tools

- C/C++
- PHP, HTML, CSS
- Bash, Meteor, CodeIgniter
- UE4, DirectX 9, OpenGL, Love2D
- Visual Studio, Netbeans, Brackets, VIM
- mySQL, XAMPP, mongoDB
- Java, Javascript, Lua
- Scrum, Rapid Prototyping SDLC
- Github, SVN

Education

UNIVERSITY OF NORTH TEXAS | 2011 - 2015
Bachelor of Science in Computer Science, Minor in Mathematics

Certifications

Technical Writing
Game Programming

Work History

Software Engineer, **SoftLayer/IBM**, Dallas, Texas, 7/2015 - Present
Softlayer.com

Experience

- Software Development: Served as team leader and member of programming group for semester-long project involving development and design of a 2D game in written in Lua. Set goals, discussed features, and completed the project via Google Code's interface for version control between three programmers.
- Software Engineering: Served as team editor, team manager, and member of programming group for an interactive election system written in PHP and SQL. Gathered requirements from non-technical users and developed and implemented what the user intended over the course of three months in a group of five programmers.
- Game Programming: Served as co-leader in a programming group for a semester-long project implementing physics, art, and level design for a 2D game written in C++ with DirectX 9 tool-set. Upheld deadlines, improved features with modular updates, and used Tortoise SVN for version control.
- Web Development: Developed restuarant template generator with functionality for both customers and employees. Served as team editor, back-end developer, and member of programming group. Written in Javascript, HTML, CSS, mongoDB, and Meteor. Gathered requirements from non-technical users and developed in a group over the course of several months.
- RSS: Developed a website crawler for BBC.com that returns articles and headlines that are within specific catagories.