

JONATHAN REYES

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Objective

- Utilize extensive educational background in software development, technical writing, game design, and mathematics for computer applications and systems.
- 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
- Shortest Path and Sorting Algorithms
- Database Query and Design
- Requirements Gathering and Analysis
- Technical and End User Documentation
- Project Teamwork and Communication
- Problem Solving via Abstraction
- Practical Naming and Comments
- Language Adaptation and Self Study

Languages and Tools

C/C++
PHP

Visual Studio, Bash, Love2D, D3DX

Lua

Assembly

SSH FTP

Java

UML

Github, SVN, Google Code

Education

UNIVERSITY OF NORTH TEXAS | DENTON, TX | 2015

Bachelor of Science in Computer Science, Minor in Mathematics

UNIVERSITY OF HOUSTON | HOUSTON, TX | 2009 - 2011

Recipient of Jesse H. and Mary Gibbs Jones Scholarship | 2009

Related Coursework

Data Structures, Algorithms

Game Programming II, Topics in Game Development

Software Development, Software Engineering

Calculus II, Differential Equations

Advanced Technical Writing, Technical Editing

Operating Systems Design, Systems Programming

Certifications

Technical Writing

Game Programming

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 Java. 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 Direct3D's D3DX tool-set. Upheld deadlines, improved features with modular updates, and used Tortoise SVN for version control.