Jonathan Oxman

(647) 852 - 4900 | jonathan.oxman@mail.utoronto.ca

EDUCATION

University of Toronto   **Toronto, ON, CANADA**
Honors Bachelor of Science in Mathematics   Expected 2022
- **Relevant Computer Science Courses:** Software Design, Systems Programming, Theory of Computing
- **Relevant Statistics Courses:** Probability and Statistics
- **Programs**: Mathematics Major, Computer Science Minor, Statistics Minor
- **Current Sessional GPA: 3.0+**

WORK & LEADERSHIP EXPERIENCE

Write On Marketing Agency   **Toronto, ON, CANADA**
Freelance Copywriter   Jan 2019 – Current
- Wrote marketing articles for various businesses for the purposes of SEO and high-value content.
- Project Experience:
  - Project #1 (Transportation Company)
    - Managed project timeline to ensure content was delivered on time to the client
    - Wrote and edited high-value content professionally representing the client
  - Project #2 (Traditional Sushi Restaurant)
    - Conducted research on the client's particular line of business to produce high-value content
    - Wrote, edited, and localized content for the client's location (the UK)
  - Project #3 (IT Web Copy Project)
    - Conducted research in order to produce high-quality content for the client
    - Consolidated information into a well-structured sales device
    - Delivered content in a timely way to provide customer satisfaction

Desktop Dungeons Extreme Edition Mod (Side Project)   **Toronto, ON, CANADA**
[QA Tester and Code Contributor], [Desktop Dungeons Extreme Edition Team]   Sep 2018 – Current
- Contributed to both the code and design of an unofficial expansion for a commercial video game.
- Developed new ideas for game mechanics, features, and levels.
- Implemented features using C# and an IDE (Microsoft Visual Studio)
- Unpacked base game code using tools such as JustDecompile and DnSpy
- Used Git to upload implementations to features to the project repo, and handle merge conflicts
- Tested newly developed concepts before public release and delivered QA results
- Communicated QA results to the rest of the team and discussed options for improvement
- Maintained the public community for the project and helped players resolve technical issues
- Contributed documentation for the game to public resources, including a wiki

SKILLS, ACTIVITIES & INTERESTS

Languages: Fluent in English, conversational proficiency in Russian
Technical Skills: Proficiency in Java, C#, C, Python, Git. 120 WPM average typing speed.
Activities: Volunteered with Hashomer Hatzair Canada as a camp counselor for 2 years (2016-2018)