

JONATHAN RHYMES

Software Engineer

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ST. PETERSBURG, FL

[LinkedIn](#) - [Heroku](#) - [Github](#)

SUMMARY

Software Engineer with an eye for design and details who creates applications that inspire and excite users. My experience as a TV and film editor instilled in me a passion for artistic collaboration and seeing a project to fruition in the most engaging way

SKILLS

Full-Stack, Front-End, Back-End, Web development, React.js, Express, NodeJS, MongoDB, Mongoose, JavaScript, HTML, CSS, SASS, JSON, AJAX, Python, jQuery, Flexbox, Bootstrap, Git, Github, heroku, Adobe Photoshop, API, UI / UX

EXPERIENCE

General Assembly, New York — *Software Engineering Fellow*

APRIL 2020 - JULY 2020

- Designed full-stack applications: [Card Game](#)
- Used experience as graphic designer: [Springs app](#)
- Collaborated with other engineers: [Shipping API app](#)

Anomaly Entertainment, New York — *Film & TV Editor*

MAY 2018 - APRIL 2020

- Administered project management, organization & workflow best practices
- Designed graphics using Adobe Photoshop and After Effects

EDUCATION

General Assembly, New York — *Software Engineering Immersive Remote*

APRIL 2020 - JULY 2020

University of Pennsylvania, Philadelphia — *B.A. English, Cinema Studies*

AUGUST 2003 - MAY 2006