

Jonathan Thomas

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jonathanthomas.me

Qualifications

- Motivated and Hardworking
- Highly Detail Oriented
- Strong Communication and Project Management Skills
- Dedication to High Quality Results
- Knowledge of Agile Methodology

Objective

I am a motivated and hard-working individual looking for a full time position with a stable and growing company. I look to hold a position in which I will be challenged and will grow as an individual.

Education

Bachelors in Computer Engineering

May 2016

University of Florida

Skills

C, C++, C#, JavaScript, Java, Python, HTML, CSS, Git, Microprocessors, Linux, Assembly, VHDL, SQL, Unity, Maya

Coursework

Programming 1 & 2, Intro. Software Engineering, Database Systems 1 & 2, Digital Design, Circuits 1, Digital Logic, Microprocessor Applications, Electrical Junior Design, Electrical Senior Design, Software Senior Design, Data Structures, Operating Systems

Projects

ESSIE – MEAN Stack

- Developed a web application in an agile environment for Graduate students within the University of Florida's Department of Civil and Coastal Engineering.
- Utilized the MEAN stack to create an online form submission and approval system that could be used to contact and establish approvers.

Matching Card Game – Microprocessor/ C

- Designed a matching card game for the MSP430 Microcontroller that interfaced with hardware components such as a 4x4 Keypad, LCD, Speaker, DAC, ADC, and LED's.
- Created code in C that would let a player choose different cards to match and would track turns used to complete the game.

Experience

Engineering Liaison - SpinCore Technologies Inc.

May 2014 – July 2014

- Construed information between Engineering and Business personnel to resolve technical complications faced by clients for SpinCore products.
- Revised internal business documentation to assist current and future employees with any complication faced in routine business protocol.

Food Runner - Gators Dockside

Feb 2011 – Dec 2012

Server/Cashier - Rita's Franchise Company

June 2010 – Nov 2010

Leadership

Scrum Master – Project ESSIE

- Directed team members in the production of individual features implemented within the project and collaborated on solutions to get the best output.
- Managed GitHub repository, reviewed, and modified code as needed to ensure a clean and well documented code structure.