

Jonathan Preiss

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EDUCATION

Computer Science and Engineering, B.S.

Santa Clara University

GPA: 3.5

Exp. Jun 2026

Santa Clara, CA

Relevant Coursework: OO-Programming & Advanced Data Structures, Theory of Algorithms, Operating Systems, Principles & Implementation of Languages, Embedded Systems, Abstract Data Types & Structures, Logic Design

PROFESSIONAL EXPERIENCE

Full Stack Software Engineer

AIMS Team, LLC.

Jun 2023 - Present

Fremont, CA

- Launched 5 from-scratch web solutions for 20+ water/wastewater districts using ASP.NET, JS, C#, and SQL
- Formulated <1ms up/downstream pipe tracing algorithm w/ MS SQL Server storing 1,000,000+ data points
- Upgrading 3000+ line JS file from ArcGIS API 3.x to 4.x (Maps SDK) for dynamic web map UI, code efficiency
- Streamlined CCTV import workflow of 1000+ .mp4 files using Dropbox & MS Task Scheduler with VBScript

Technology Help Desk Analyst

Santa Clara University

May 2024 - Present

Santa Clara, CA

- Troubleshooting IT issues from WiFi, VPN connectivity, user authentication (login, Duo 2FA), and printing
- Communicating professionally to 9000+ students, staff, and faculty via walk-in, phone call, and online chats
- Submitting 15+ support tickets per day, gathering key information through 7 administrative softwares
- Collaborating w/ team of 4-6 peers to devise innovative IT solutions, constructing supportive environment

Web and Map Developer

AIMS Team, LLC.

Jun 2021 - Aug 2022

Fremont, CA

- Engineered the firm's [user-friendly homepage](#) and 20+ client web pages UI/UX and integrated SEO utilities
- Enabled mobile data entry/update through ArcGIS Online REST API Services by adding 8 trigger algorithms
- Utilized ArcMap 10.8 to manipulate and configure 1000+ data records (water pipes, hydrants, valves)
- Designed utility maps using spatial joining, georeferencing, and symbology w/ interactive asset window UI

PROJECTS

Bronco Swap (Hack for Humanity)

Feb 2024

- Developed an online student marketplace w/ web-based front-end and UI/UX design using Vue3 & Axios
- Instituted OAuth 2.0 login, real-time chat system, and Firebase/Firestore scalable database for 100+ items
- Worked and pitched with an Agile 4-person team, employing version control with Git [Devpost](#) | [Github](#)

Capital Insights (INRIX Hack 1st Place)

Nov 2023

- Built a platform evaluating retail listing quality, comparing price & traffic visit data via statistical algorithm
- Webscraped property data w/ Puppeteer JS and used 4 APIs (INRIX, Geocoder/Maps) in Vue3 & Node.js
- Presented a live demo at INRIX Hack 2023, winning 1st place (43 teams, 304 competitors) [Devpost](#) | [Github](#)

Top-Down Dungeon Game

Dec 2022 - Jan 2023

- Developed a 2D top-down dungeon crawler game using Unity Development Environment and C# scripts
- Constructed an immersive game map with 30+ unique tiles and an assortment of enemies and equipment
- Rendered 50+ unique character, object, and map animations, activating depending on game conditions

SKILLS

- Spoken Languages: English (Native), Mandarin Chinese (Intermediate)
- Programming Languages: JS (Vue, Node, Puppeteer), Python, C/C++, C#, Java, PHP, SQL, HTML, ASP.NET, CSS
- Certifications: Professional Communications, Business Office Technology, Personal Finance Literacy

INVOLVEMENTS

- Alpha Kappa Psi - Brotherhood Chair, Alpha Phi Omega - Historian, DECA, Weightlifting, Tennis, Piano, F1