

Jonathan Preiss

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EDUCATION

Computer Science and Engineering, B.S.

Santa Clara University

GPA: 3.57

Exp. Jun 2026

Santa Clara, CA

Relevant Coursework: Abstract Data Types & Structures, Logic Design, Embedded Systems, Object-Oriented Programming & Advanced Data Structures, Calculus/Analytic Geometry III-IV, Discrete Math, Differential Equations

PROFESSIONAL EXPERIENCE

Full Stack Software Engineer

AIMS Team, LLC.

Jul 2023 - Present

Fremont, CA

- Launch 5 from-scratch web solutions for 20+ water/wastewater districts using ASP.NET, JS, C#, and SQL
- Manage and store 1,000,000+ data records via queries/stored procedures in MS Access and MS SQL Server
- Enable mobile data entry/update through ArcGIS Online REST API Services by adding 8 trigger algorithms
- Formulate <1ms up/downstream pipe tracing algorithm in 10 datasets (10,000+ assets) utilizing SQL CTEs
- Establish CCTV import workflow of 1000+ .mp4 files using Dropbox & MS Task Scheduler running VBScript

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
- Collaborated and led 10+ web development meetings discussing marketing and web animation usage
- Utilized ArcMap 10.8 to manipulate and configure 1000+ data points (water pipes, hydrants, valves)
- Designed utility maps using techniques such as spatial joining, georeferencing, and unique symbology
- Incorporated interactive map UI with informational asset windows, allowing for multifaceted data entry

PROJECTS

Food Review Social Media Platform

Apr 2023 - May 2023

- Hosted local XAMPP MySQL server with 15+ tables comprising user info, food ratings, and record logs
- Instituted a login system, food-rating interface, and dynamic scoring leaderboard with PHP, HTML, and CSS
- Encrypted user passwords using JS hashing functions to keep 50+ user accounts secure in the database

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

Mario Jumping Platformer

May 2022 - Jun 2022

- Coded a Mario-like game in Java, creating a character with realistic jumping physics and moving enemies
- Implemented a coin-collecting mechanic and score-tracking system, with a total of 600+ lines of code
- Designed an interactive game map including strategic jumps with 25 platforms and 120+ seconds gameplay

CERTIFICATIONS

- Professional Communications Certification, Business Office Technology Certification, Personal Finance Literacy Certification, Certificate of Merit: Piano - Level Advanced, HS Diploma in Social Music

SKILLS

- Spoken Languages: English (Native), Mandarin Chinese (Advanced)
- Programming Languages: Python, Java, JS, PHP, SQL C/C++, C#, HTML, ASP.NET, CSS
- Environments: MS SQL Server, MS Access, ArcMap 10.8, ArcGIS Online, Unity, Apache XAMPP

INTERESTS

- Alpha Kappa Psi, Taiwanese Student Association, DECA, Weightlifting, Tennis, Volleyball, Formula 1, Piano