Jonathon Wright

Software Engineer

CONTACT

jonwright93@gmail.com

jonathonwright.me

510 449-5429

linkedin.com/in/jonathonwright93

github.com/jwright93

EXPERIENCE

Edwards Lifesciences (Irvine, California)

Engineering Intern

- Displayed and tested in SolidWorks over 60 unique parts of an implant valve delivery system that assisted surgeons in curing Functional Mitral Regurgitation(FMR) heart disease in patients
- Designed test fixtures for strength analysis on new components to ensure optimal performance under extreme conditions
- Performed quality analysis audits on critical components, allowing surgeons to perform testing before quarterly review deadlines

SKILLS

Ruby	HTML	Flux
Rails	Git	Python
React.js	JavaScript	SQL
React Native	CSS	Matlab
Django	jQuery	

EDUCATION

Mechanical Engineering

University of Southern California (USC) Grad. 2016

Web Development

App Academy January 2017 – April 2017

Immersive 1000 hour full-stack web development course with a 3% acceptance rate

PROJECTS

FitWork (Rails, React/Redux)

Live | Github

Single page gym finder web application inspired by Yelp

- Designed React search feature that processes matches by name and category to improve navigation
- Integrated Google Maps API by retrieving coordinates from PostgresSQL database and presenting the location of businesses/gyms on Google Maps
- Implemented Review feature that allows users to post and delete reviews for businesses if they are an authorized user

PackOnce (Django, React Native)

Live | Github

Mobile application that aims to make it easier to pack for trips

- Designed "suggested items" feature that implements CRUD Django application to recommend most frequently brought items from other users
- Implemented React Native Component that displays all user created trips stored on local storage
- Integrated git workflow that handled merge conflicts with group members to ensure mobile application was synced properly

Cliffed (JavaScript, HTML5, Canvas)

Live | Github

JavaScript game in which players are challenged to outrun the cliff for as long as possible

- Implemented collision detection between branches, obstacles, and the player
- Increased the difficulty dynamically by manipulating velocity of the branches as time increases