

Levi Jones

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EXPERIENCE

Medical Informatics Engineering (2019 - present) - Did many different things during this time, such as feature development, database management, product documentation, and unit testing

LANGUAGES

C - Done extensive backend work in C, specifically developing CGI applications

C# - Used C# in context with Unity 3D and in standalone Windows programs

Python - Created and maintained Selenium tests and wrote internal tools

Javascript - Developed dynamic webpage features using Javascript

MySQL - Wrote efficient queries for backend functionality and unit testing

HTML & CSS - Created multiple production GUIs from scratch

PLATFORMS

Windows - The platform used for the majority of my development

Linux - I am very familiar with using Red Hat Linux as a development environment

TOOLS

VS Code - VS Code is my preferred code editor

Google Documents - Used Google Docs to write product documentation and personal progress reports

AWARDS

BSA - Achieved Eagle Scout Rank

PROJECTS

Game Design - Used Unity 3D and Unreal Engine release a game to the Google Playstore

Music Production - Learned sound design, mixing, and mastering in my free time

EDUCATION

Homeschool - Polaris Academy, 2021

College - Brigham Young University Idaho, 2025