

JONATHAN ECHEN

software developer • GAME DESIGNER

I am a level one developer roaming through the real world and someone who enjoys software hacks, game design and startup life. With little direction and big ambition, I'm currently looking to join an amazing guild with amazing people. :-)

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05/07/1991
909.895.9493

Earth denizen
U.S. citizen

wannabe hacker
pancake lover

EDUCATION

Carnegie Mellon University | May 2013
B.S. in Computer Science
with minor in Business Administration
GPA 3.10 / 4.0

EXPERIENCE

Research Assistant | Carnegie Mellon University | 04.2010 → 08.2010
› worked on computer vision projects at the Robotics Institute
› quality assessment of as-built BIM using deviation analysis
› automatic reconstruction of BIM from laser-scanned point clouds

Database Manager | Unipac Continental | 06.2009 → 08.2009
› maintained and organized the company database
› exposure to server-side development with PHP & MySQL

IT Support Technician | LA INC. | 06.2008 → 08.2008
› provided end-user support, routine maintenance & infrastructure support

PROJECTS

Life in Boring Pittsburgh | Freelance Contract
› currently hired to develop a Flash game for BoringPittsburgh.com to attract visitors, as well as an episodic game on iOS devices for branding purposes

Virtual CMU | Independent Research
› currently investigating real-world applications for a parallel virtual world using OpenSimulator to recreate the CMU campus

Representation of BIM | Summer Research
› coded a simple point cloud converter that takes in proprietary industry formats and outputs plain ASCII files to facilitate the QA of as-built BIM/AutoCAD models

SKILLSET

Java
C/C++
Python
PHP
JavaScript
XHTML/CSS
Ruby on Rails
Standard ML

COURSES

15-251 Theoretical Ideas in CS
15-211 Data Structures & Algorithms
15-212 Functional Programming
15-213 Computer Systems
15-462 Computer Graphics
15-390 Entrepreneurship in CS

AFFILIATION

› Game Creation Society
› ACM CMU Chapter
› SDC Campus Relations Committee
› TSA Social Committee

