

JONATHAN JONES

PROGRAMMER

JON@JONWJONES.COM

(931) - 409 - 9510

GITHUB.COM/JONWJONES

Skills

Languages

C/C++ 5 years
C# < 1 year
Java < 1 year
Ruby < 1 year

Libraries

Qt 3 years
OGRE 3D 2 years
Qwt 1 year
Android < 1 year
WP7 < 1 year

Technical

Visual Studio 5 years
SVN 3 years
NSIS 1 year
CVS 1 year
Git < 1 year

Experience

Ripxx (subsidiary of EDAS Inc.)

Jan 2009 – Present

Lead Developer

Ripxx Replay – Created a desktop application that allowed the user to playback a ski run in a 3D environment. The application was built with Qt and OGRE 3D.

Ripxx Sport – Desktop application that allows the user to generate reports of their sport data they have recorded with a Ripxx device. Design premise was to be very simplistic and each sport was to have its own build. This was accomplished by building a base application that had features defined via xml file.

Ripxx Ski (Android) – Ported the Ripxx Ski app from iPhone to Android. This required switching to the standard conventions of Android.

Ripxx Ski (WP7) – Ported the Ripxx Ski app from iPhone to WP7 with the assistance of another developer.

Misc Duties – Built several scripts to automate routine tasks in the office. Built installers for our Ripxx desktop software. Took over Mac development for the Ripxx desktop applications. Managed a QA team of 7 during our QA phase of Ripxx.

EDAS Inc.

Sept 2008 – Jan 2009

Programmer (Temp)

Signal Boss Analysis – Developed several plotting systems using Qwt. Also, built the batch processing system and template system used for plotting multiple files.

Edgenet

Dec 2007 – Sept 2008

Product Knowledge Engineer (Programmer) (Temp)

Created custom order catalogs for companies to be used by Lowe's and Home Depot. These were created with an in house language similar to C. Projects ranged from single person projects to group efforts.

Apocalyptic Designs

Oct 2006 – Dec 2007

Tool Programmer (Intern – Part Time)

Created a 2D sprite animation tool that would generate an xml file stating the coordinates of each image to be used in the animation. Helped test and qualify several engines for the game so we could find the best route. Did general programming work on the engine as well as game play when needed.

Education

Full Sail University

Associate of Science in Game Design and Development

Developed the technical, professional, and personal skills needed for the industry. Was taught the foundations of computer programming, developed artificial intelligence routines, created solo project games using DirectX and OpenGL, and collaborated with a team of artists and designers to develop a complete game.