

Jonathan Marsh

847-903-1740

JonathanLMarsh@gmail.com

<http://nessiattacks.com/>

Objective:

To work in a professional environment that is conducive to using and expanding my skill set. I enjoy working on challenging tasks in both individual and team settings.

Technical Skills:

Languages:

C/C++/C#, VB, ASP.NET, Java, JavaScript, HTML/CSS, PHP, AJAX, MySQL

Frameworks/API:

XNA, BREW, Torque Game Engine, Android

Exposure to OpenGL, OpenAL, DarkSDK

Applications/OS:

Windows, Mac OS X, Linux

Visual Studio, Eclipse, NetBeans, Code::Blocks

Education:

Bachelor of Art in Game Programming, May 2009

Columbia College Chicago, Chicago, Illinois

Graduated with a GPA of 3.510 on a 4.0 scale with Honors

Jobs/Internships:

Teacher's Assistant, January 2009 to May 2009

Columbia College Chicago, Chicago, Illinois

TA for C++ II and Intro to programming classes.

Helped prepare programming examples for lesson plans.

Aided students that required extra help with class assignments.

Tutor, January 2009 to May 2009

Columbia College Chicago, Chicago, Illinois

Provided assistance to students in the computer lab with programming assignments.

Provided aid to Teachers/Faculty with classroom technologies.

Installed/Updated software on department computers.

Programming Intern, March 2008 to October 2008

Babaroga LLC, Chicago, Illinois

Designed a new animation format to save memory and built a new animation tool for the art pipeline.

Animation code and tools were used to develop My Sims for J2ME (64k build) and in Paradise Pet Salon for J2ME and BREW.

Ensured program functionality by providing QA testing not only on my own tools, but also for Spore (J2ME) and Tiger Woods PGA Tour '09 (Windows Mobile and J2ME).

Provided IT assistance with software upgrades and maintenance.

Sales Associate, December 2002 to August 2007

Ritz/Wolf Camera, Various Locations, Illinois

Assisted customers with the research and purchase of photographic equipment and accessories.

Experience with using photo lab equipment.