



Jonathan Holmes

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Game Design, Web Development, Tool Development, HTML, CSS, JavaScript, jQuery, Node.js, Angular 2, Vue.js, Go, PHP, API Design, C#, C/C++, Unity, UX Design, Photoshop, Mobile Development, Project Consultation, Chicken Expert



The University of Texas at Dallas

Bachelor of Science in Software Engineering

September 2010 - July 2015



Certain Affinity

Tools Engineer

Oct 2018 - Present

Web development (JS, Vue.js)

Tool development (C#)

Network/platform work (Go)

Unreal development (C++)



Nerd Kingdom

Tools Engineer

March 2017 - Aug 2018

Game engine tools (Angular 2, C++)

Game development (C#)

Web development (Angular 2, JS, CSS)

Game design



UT Dallas Women's Rugby

Assistant Head Coach

Aug 2015 - March 2018

Team building

Leadership

Skill building

Goal-oriented planning

FOSSIL

Fossil Group

UI Designer - Ecommerce

Jan 2016 - Nov 2016

CMS authoring (AEM)

UI implementation

Web development (Angular, Ext JS)

Database scripting (JS)



Rightway Networking

Graphic Designer - Programmer

Jan 2012 - Jan 2014

Graphic design (Photoshop)

Business software (C#)

Advertisement design

Client communication