

Jonathan Simpson *jon@iffy.page*

Objective: Seeking a technology position that leverages my diverse range of skills and experiences.

Professional Experience:

- *Remote Quality Assurance (QA) Specialist* for AMRO Systems, a software company based in Westbrook, Maine. Collaborated with a team of developers to ensure the quality of web-based applications developed using React and Mozilla Hubs. Utilized Git and Atlassian Bitbucket for version control and project management, and set up local development environments, customized installations, and deployed updates using Node.js, npm, SQL, and Docker. Also developed immersive web-based 3D experiences using Three.js. Private contract Software Developer in 2022.
- Led and executed multiple immersive 3D projects as the *sole developer* for Czarnowski Display Services in Portland, Maine. Projects included debranding and replication of virtual tours, development of tag-based AR apps using Unreal Engine, integration with holographic displays, and hand-tracking gesture recognition using Leap Motion. *Unreal Engine Contractor* for 2021.
- Contributed to a large-scale medicare Data Management System for Onpoint Data through Squaremill in Rockland, Maine, developed using the Ruby on Rails framework. Collaborated with the development team and utilized the Jira ticketing system to resolve and document software issues. As a QA Engineer contributed to the development of front-end JavaScript features and ensured their compatibility with the platform from 2018-2019.
- Provided client ActionScript support for an interactive science learning installation at Imageworks in Portland, Maine. Developed WordPress plugins, created an iPad kiosk with external display, multi-touch drawing, and multimedia user input, and converted a mural into 16 tags and implemented an AR aquatic simulation in Unity. *iOS and Flash Developer* from 2011 to 2012.
- Completed several independent contractor projects directly for clients since 2012, including:
 - iPad kiosks for Continental Tires and Maine Historical Society
 - Flash/Flex projects for networked education for the US Coast Guard
 - Content revisions and Red5 integration for The Gulf of Maine Research Institute
 - Integration of Sony Dash with energy monitoring equipment by Intellergy, Inc.

Education:

Bachelor of Arts in New Media, University of Maine, Orono, ME, May 2011
Computer Science Minor
GPA: 3.82, Phi Beta Kappa
Center for Undergraduate Research (CUGR) participant, 2010-2011

Early Experience:

- *Student Tech Level 4* at Public Relations while in college, responsible for photo editing, image content curation, and maintaining an event calendar and developed a database-driven random video player.
- iPad and computer-vision-based multi-touch table research project at ASAP Media Services.
- *iOS Developer* at Tap Tapas LLC in Portland, Maine in 2010, developed a one-touch camera roll backup..
- Infusion Studios (now Czarnowski | Infusion), contributed to the development of an all-flash portfolio website and a standalone veterinary fluid therapy calculator among other projects.

References available upon request