Jonah Hansen

Software Engineer

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SKILLS

General:

TypeScript, Python, C#, Unity game engine, Git, Agile Development.

Front End:

ReactJS, Angular 2, CSS, Sass, DOM, Tailwind CSS, PrimeNG, Web APIs.

Backend:

NodeJS, Express, NestJS, Firebase, MySQL, MongoDB, User Authentication.

EXPERIENCE

Developer | rpsRoyale.io

AUG 2023, Swordmonky Studios / Pixel Perfect UG

- Integrated AWS Gamelift service into existing game architecture, using a 3rd-party javascript port of the C# SDK.
- Created documentation for the process of integrating and deploying AWS Gamelift with NodeJS applications.
- Modified existing codebase to meet project requirements and client requests for rendered visuals and game logic.

Co-Founder / Developer | Everyday Todo

MAR 2023 - APR 2023, Independent

- Collaborated with the project team to identify requirements and design scalable backend architecture.
- Created a custom API to integrate with Firebase; optimizing data retrieval, auth, and storage processes.
- Assisted with front-end development of key features that relied on retrieved data.

Developer | Easy Instrumentals

DEC 2022, BrainStation

- Designed and developed a dynamic web application, showcasing proficiency in full-stack web development.
- Integrated various technologies and frameworks to meet project requirements and produce a robust product.
- Demonstrated strong project management skills by prioritizing necessary features and adjusting the project scope to ensure timely delivery.

Owner | Hans-On Tech Support

JAN 2022 - Present, Luseland, SK

- Delivering reliable and timely solutions to address a wide range of issues, ensuring client satisfaction.
- Explaining complex technical concepts in a relatable and easily understood manner, giving confidence to clients who are uncomfortable around new technology.
- Diagnosing and resolving software and hardware problems, and troubleshooting issues efficiently to minimize downtime and inconvenience for clients.

Video Editor | Mtek Digital

MAY 2019 - AUG 2019, Edmonton, AB

- Designed, built and programmed the MtekTris Project; an idea intended to increase web traffic that allows users to interact with employees at the office through a connection between a page on the site and a physical device located in the office.
- Led a receivership of over 200 company devices, using software to unlock, reset and prepare devices for resale.
- Participated in all levels of video production for a variety of clients.

EDUCATION

BrainStation | Diploma, Web Development

SEPT 2022 - DEC 2022, Remote