

Jonathan Gardner

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Email : JonathanGardner23@gmail.com
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Professional Experience :

Electronic Arts [EA]

Supervisor : **Ryan Burnside** [407-386-4041] [RBurnsides@ea.com] [NBA]

Position Title : **Build Engineer/Software Eng.**

Andrew Sabri [407-386-4808] [ASabri@ea.com] [Madden]

Start/End Date : April 2012 to Jan. 2013

Projects : NBA Live 13, NBA Live 14, Madden 14

Brief Overview / Responsibilities :

During my time at EA I worked on three projects: NBA Live 13, NBA Live 14, and Madden 14. While on the NBA team, I was a build engineer that was responsible for maintaining the daily builds and sending out stability reports for the daily builds. This involved scheduling builds and regular maintenance of the scripts and build steps. I also worked on some code updates and bug fixes for the external parameters. The daily reports involved me reading over the build output and tracking down bugs to send to the main programming team. I also had the responsibility of doing daily automation on the current baseline.

Alongside my build engineer responsibilities, I also did some programming and play testing. I would get various tasks (or bugs) assigned to me that I would have to complete. Some of these involved digging right into the code, others involved some of the input files. Along side of this I did a lot of play testing and some bug fix conformation.

While I was on the Madden team, I was a full time SWE responsible mostly for new features and bug fixes. This would involve me having to understand and learn new areas of the code/project. I would look over the tasks assigned to me and find solutions to either improve the game or fix problems. I worked pretty close with my supervisor and other leads on my tasks. I also had to perform smoke tests and automation to verify my code updates. All of my code updates/bug fixes were done on the presentation team (so they will be seen in game).

Cole Engineering [CESI]

Supervisor : **Kyle Hancock** [321-235-7664]

Position Title : **Jr. Software Eng., CM & Release**

[Kyle.Hancock@coleengineering.com]

Start/End Date : Nov. 2010 to April 2012

Projects : CACCTUS, I2S, OneSAF

Brief Overview / Responsibilities :

During my time on the I2S project, I was a Software Developer 50% and CM/Release 50%. I have worked bug fixes and worked on new development. I have also developed new manuals and procedures for the project. At various times I have done integration and testing. Listed here is some of the hardware and software I worked with : OneSAF, Java, SVN, Linux (Ubuntu and Red Hat), Windows XP, Vista, Win 7; Bash, Perl, Python, and Web RT. DoD Project.

The previous project that I worked on (CACCTUS); I worked as an Integrator/Tester/CM. My main role on CACCTUS was an integrator, and at times I also programmed in java to fix various bugs using Eclipse. Listed here is some of the hardware and software I worked with : CACCTUS [CCSM], OneSAF, C2, C4I, AFATDS, Java, CVS, SVN, Linux (Ubuntu and Red Hat), Windows XP, Bash, and Eclipse. DoD Project.

INTL Academy of Design & Tech. [iadt]

Supervisor : **Doug Oberndorf** [407-857-2300] [doberndorf@iadt.edu]

Position Title : **Instructor**

Start/End Date : Dec 2009 to Dec 2011

Courses Instructed : Software Programming, Game Programming, Game Design

Brief Overview / Responsibilities :

Develop Course online shells, course content (assignments, exams, etc.). Instructed the students on game design, game content, game/software production, documentation, programming, and other various topics.

Research Network Inc. [RNI]

Supervisor : **Jay Saffold** [678-354-0182] [jsaffold@resrchnet.com]

Position Title : **Soft. Eng./Cust. Support**

Start/End Date : Sept. 2008 to July 2009

Projects : GDIS2

Brief Overview / Responsibilities :

Software Development, Design, Client Support, Documentation, Multimedia, Demoing and Installation, Q&A. Worked with UCF Research Dep., Army Research Institute (ARI), and DoD. I programmed new features and bug fixes in an already existing architecture for a FPS simulator. Project key details : Virtual and Live Training, Ability to use vehicles, In game Voice Chat, After Action Review, and the ability for local and remote access.

Applications Used :

Half Life 2 Engine, C++, C#, MS Office Suite, Dreamweaver, Photoshop, Illustrator, and Visual Studio 05 and 08, Win XP, Win 7 RC.

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Education :

University Of Advancing Technology

Tempe, AZ 85283

[1-800-658-5744] Website : <http://uat.edu/>

Honors :

Co-Valedictorian, Summa Cum Laude, 4.0 GPA,

Quad and Triple Majors, Deans List, Fast Tracked Degrees

Degrees :

BS of Software Engineering,

AS of Software Engineering,

AA of Multimedia,

Majors : Software Eng.; Game, AI Life, and Web Programming

Majors : Software Eng.; Game, Web Programming

Majors : Web Design, Game Design

Start Date : September 2005

December 2007

December 2006

December 2006

Skill Sets :

A+	DIS	Java	Play Testing
Acrobat Reader 5 to 9	Documentation	Javascript	Python
After Effects	DoD Experience	Lua Script	SQL
ASP.net	Dreamweaver 8	Managed C++	Software Integration
Assembly (Intel)	Flash 8 (Actionscript)	Magic Draw	Software Development
Bash	Game Balance	Media Creation	Software Testing
Build Forge	Game Design	MS Access	SVN
Build Studio	Game Mechanics	MS Excel	UML
Bug Fixing	Half-Life 2	MS Powerpoint	VB.net
C#.net	Hardware Testing	MS Project	VB6
C++	HTML	MS Word	Video Editing
CM	Illustrator	Network Administration	Visual Studio
CVS	Incredibuild	Network Setup	Visio
Customer/Client Support	Installation	OpenGL	XHTML
Debugging	Development	Perforce	XML
Direct X9	Install Shield 12	Perl	XSL
Director MX	IT	Photoshop	

Software :

- Windows 98, ME, XP, Vista, Win 7, Win 8 RC.
- Linux -Ubuntu and Red Hat
- Microsoft Visual Studio 03, 05, 08, 10 (C/C++, C#, VB6, VB.Net, ASP.net)
- Microsoft Office (Access, Word, Excel, Powerpoint, Project, Frontpage)
- Adobe CS, CS2, CS4 (Photoshop, Illustrator, GoLive, Bridge)
- Macromedia Studio 8 (Flash 8, Dreamweaver 8, Fireworks 8, Flash Paper)
- Vegas 6, 8, 11 (Video Editing Software)
- DVD Architect 3, 4, 4.5, 5, 5.2 (DVD Creation)
- Nero 6, 8, and 9 (Variety, Video Editing, Backup, etc)
- Roxio 6 and 10 (Variety, Video, Backup, Music, DVDs, etc)
- Director MX
- MS Visio, Magic Draw (UML)
- Direct X (8 and 9), OpenGL
- Java, Eclipse
- Half Life 2 Engine
- Various Games (both console and PC)
- OneSAF, CACCTUS

Personal/College Projects :

I have a wide range of personal and college projects. These cover a wide range of programming languages and applications. Listed here are the titles of a few major programming projects. For a full list of projects and details, visit my website @ : <http://xx23.net/>

References :

EA [407-386-4041] **Ryan Burnsides** (Stability Lead) [RBurnsides@ea.com] [NBA]

[407-386-4808] **Andrew Sabri** (Development Lead) [ASabri@ea.com] [Madden]

Cole Engineering [321-235-7664] **Kyle Hancock** (Development Lead) [Kyle.Hancock@coleengineering.com]

[321-235-7741] **Jeff Zimmerman** (Integration) [Jeff.Zimmerman@coleengineering.com]

IADT [407-857-2300] **Doug Oberndorf** (Department Head) [doberndorf@iadtd.edu]

RNI [678-354-0182] **Jay Saffold** (President) [jsaffold@resrchnet.com]