

Jonathan Beck

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OBJECTIVE To be part of an innovative team applying my expertise in computer programming and software development tools

Technology Summary

- **Software Practices-** GitHub, Scrum, UML, Pair Programming, Agile Practices, XML Comment Standards, Use Case Documentation, Sprint Goals, Refactoring, Unit Tests
 - **Languages** – C#, Java, T-SQL, MySQL, JavaScript, Python, HTML, CSS, XAML
 - **Technologies** – ASP.NET MVC, ADO.NET, WPF, JSP, Servlets, SQL, jQuery
 - **IDEs:** Visual Studio, Visual Studio Code, IntelliJ IDEA, Bluejay, MySQL Workbench, Unity
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Other Skills

- **Leadership:** Scrum Lead for capstone, Lead Tutor in three subjects for Pearson.
 - **Excellence:** Maintained a 4.00 at Kirkwood, Dean's list Fall 2022, Spring 2023, Fall 2023, Spring 2024
 - **Team Player:** Worked closely with colleagues to overcome expected and unexpected hurdles. Developed new training material to improve team performance and meet client needs.
 - **Customer Service:** Provided quality support in a variety of subjects with adapting to new client needs.
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EDUCATION/CERTIFICATION

KIRKWOOD COMMUNITY COLLEGE, CEDAR RAPIDS, IOWA

A.A.S. COMPUTER SOFTWARE DEVELOPMENT (May 2024)

Certificates: Java Programming, .Net Programming (May 2024)

IOWA STATE UNIVERSITY AMES, IOWA

B.S. FINANCE (May 2010)

Minors: Economics, Entrepreneurial Studies (May 2010)

Technical Class Completed by Language/Technology

- Java: Java I, II, III, Data Structures
- C#: .Net Development I, II, III, Capstone, 2d game Development
- Web Intro to HTML, Client-Side Scripting
- UML: Structured Systems Analysis, Java II, III, Relational Databases
- MySQL/TSQL: Relational Databases
- Python: Intro to programming logic
- Unity: 2d game development
- Other: COMPTIA A+ Certification

Major Projects [Links available at <https://jibeck.us>]

- **Capstone** – Part of a 15-member team in a yearlong project to design and build a multi-user, n-tier data-driven application with desktop and web front ends. Project included a shared repository on GitHub, Scrum-style project management, unit tests, and student led teams. [“Capstone Project”]
- **Biscuits Budgeting** – Individual project to build a budgeting app to mimic features from popular budgeting site “You need a Budget”. Allows users to upload a csv of bank transactions and have their transactions categorized and analyzed. Project featured new user registration, multi-user support, MVC architecture, Java Server Pages, Java Servlets, hand-scripted database, responsive web design. [<https://jibeck.us/budget>]
- **Cedar Rapids Roller Derby (front end)** – Web maintainer. Respond to requests from team members to update news articles, upcoming events, team photos, etc. Created using WordPress and Joomla. [<http://crrollerderby.com>]
- **Cedar Rapids Roller Derby (back end)** – Web maintainer. Maintain a multi user data driven application to manage images of sponsors, bouts, skaters, etc. Uses Amazon Web Services (s3, rds, ec2) [<http://jibeck.us/crrq>]
- **.Net II/III Final Project** – Individual project to design and built a database for a youth sports league with a both a web and desktop front end. Project featured multi-user support, n-tier architecture, a hand-scripted database, unit tests, loosely coupled components coded to interface. [“.Net II Final Project”]
- **Java III** – Individual project to design and build a database for a youth sports league with a web front-end. Project featured new user registration, multi-user support, MVC architecture, Java Server Pages, Java Servlets, hand-scripted database, responsive web design [“Java Personal Project”]
- **Client-Side Scripting** – Individual project to create a web form with responsive design, jQuery validation, Bootstrap elements, CSS and HTML. [“Client-Side Scripting Final Project”]
- **Honors** – Individual project to create a code generator. Program takes a defined set of tables, and creates self-compatible code for:
 - **MySQL and TSQL:** Table definitions, common stored procedures.
 - **C#/.Net:** Code for XAML window, Presentation Layer, Logic Layer, Data Access Layer, Data Objects.
 - **Java:** Code for JSP, Servlet, Models, Model DAOs and unit tests.
- **2d Game Development** - Individual project to create a fully featured 2d game with a cutscene intro, custom physics engine, custom light maps, and progress tracking. [“2d Game Final Project”]
- **Scheduling (Pearson)** - Created semester long schedules for over 30 team members in 4 subjects, fitting personal preferences against required staffing needs.
- **SmarTutor (Pearson):** Created a monthly newsletter to keep team informed of happenings. Shared policy and best-practices updates. Created detailed examples of common questions brought to us by students. [“SmarTutor Example”]

COMMUNICATION AND LEADERSHIP

- Worked closely with learners and coworkers where English was a second language. Demonstrated patience and calm in a stressful environment.
- Highly organized and results-focused leader with 12 years of experience coaching and mentoring teams of 5 to 15 employees.
- Created training material for team members in response to changing client needs or software upgrades.

WORK EXPERIENCE

- **LEAD TUTOR, PEARSON – SMARTHINKNIG** **2011-2023**
 - Tutored Accounting, Economics and Finance coursework using a variety of technologies.
 - Led and managed a team of 30 international tutors, coordinated schedules, coverages, training material and performed monthly reviews.
 - Screened and trained potential candidates over technical and interpersonal skills.
 - Maintained a standard of excellence on queue times, session lengths, and other metrics

PROFESSIONAL REFERENCES

Bob Trapp

Assistant Professor

Kirkwood Community College

Cedar Rapids, IA

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Jim Glasgow

Chair, Computer Software Development Program

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Susan Handley

Lead, Tutor Pedagogy Support Team

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