

Jonathan Bezeau

1575 Begbie Street, Victoria, BC, V8R 1L2
(778) 349 4647 | jonbezeau@gmail.com
GitHub: github.com/UltravioletVoodoo

Education

University of Victoria	Victoria, BC
Bachelor's degree of Software Engineering	2014 – 2020

Skills

Transferable Skills

- Effective team player
- Excellent oral/written communication
- Strong customer service skill set

Programming Tools

- Git versioning software
- React
- Next.js
- Docker
- Amazon Web Services (AWS)
- Atlassian Tools
- ServiceNow

Programming Languages

- JavaScript
 - TypeScript
 - HTML
 - CSS
 - Python
 - SQL
 - C
 - Go
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Work Experience

Software Development Analyst (February 2021 – August 2021)
Sierra Systems Group, Inc.

- Maintained and enhanced a ServiceNow Instance.
- Worked in a Scaled Agile (SAFe) environment, powered by Atlassian products.

Full Stack Developer (January 2020 – May 2020)
Redbrick - Assembly

- Maintained multiple code bases written in a variety of languages including Typescript, Go, and PHP.
- Implemented features in React.js.
- Worked in an agile environment featuring Kanban, powered by Atlassian products.

Software Developer – Full Stack (August 2018 – December 2018)
University of Victoria Bookstore

- Developed and refactored Php features in the Symfony framework.
- Interfaced with server administrators.

Projects

Character Generator	A 1 st – 3 rd level character generator for 5 th edition Dungeons and Dragons. Implemented in TypeScript.
Personal Website	A Portfolio website implemented with React and Next.js to act as a housing place for links to all my other web projects.
D&D Immersion	A tool for Dungeons and Dragons implemented in React which provides bookkeeping for the dungeon master alongside an immersive display for players that shows selected information and graphics.
Pixel Art Maker	A pixel art drawing tool implemented with React and Next.js.
Sparks Crosses the Road	A Flappy Bird style game about an adorable caterpillar who tries to cross a busy street.
Alette and the Gloom	A spooky halloween themed online game made in 48 hours for Spooky 2D Jam 2020 on itch.io. Implemented in Typescript with Phaser 3.
Click on the Cob	A fast paced farming clicker game made in 48 hours for Spring 2D Jam 2021 on itch.io. Implemented in Javascript with Phaser 3.

Activities and Interests

I spend my free time writing and running Dungeons and Dragons campaigns for my friends, printing and painting miniatures, and working on my next cosplay project for my annual trip to comic con.