Jonathan Havron

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Education

University of Wisconsin - Eau Claire, Dec. 2016:

> B.S. Software Engineering with minor in geographic information systems.

Employment

Programmer/Analyst II at Renaissance Learning, Aug. 2019 to present:

– Developed integration services for customer relationship management software.
– Created web applications in close conjunction with internal users.

Programmer/Analyst at Marshfield Clinic Information Systems, Feb. 2017 to Aug. 2019:

– Implemented new capabilities and tests for the medications module.
– Developed and implemented new features and tests for Dental-related applications.
– Collaborated with users and business analyst to prioritize new feature requests and bug reports.
– Created build scripts that automate building and releasing of applications.

Skills & Experience

Languages: C#, C++, Swift, Ruby and JavaScript programming languages.

Client-side: WinForms, WPF, Angular and general web-based technologies.

Server-side: ASP.NET, WCF, and Node.js.

Database: Microsoft SQL Server, PostgreSQL, MongoDB and their respective query languages.

Open Source Projects

wul: A lisp-like programming language blending some features from Lua.

maitag: A comment-based task tracker with BitBucket integration.

slayer: An easy-to-learn iOS strategy game written in the Swift programming language.

sublmoon: A SublimeText extension supporting the MoonScript programming language.