Jonathan Gift

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WORK EXPERIENCE

Team Cinder – Intel Contract   **Aug. 2021 – Present**
Automation Engineer   *Hillsboro, OR*
- Responsible for automating unit tests, managing releases, and building hardware and software tools to increase automation coverage of cutting-edge Intel products.
  - Generate test cases in Gherkin and C#, implement via TeamCity CI pipeline.
  - Additional development in Python and PowerShell for OS-specific and internal API communication.
- Provide support for the team by running regression tests, finding defects, and maintaining documentation in an Agile environment.
- Coordinate with developer and validation teams to ensure comprehensive test coverage of new features.

Washington NASA Space Grant Consortium Artemis Challenge   **June 2020 – May 2021**
Intern / Student Team Coordinator   *Moscow, ID*
- Working with a small team of fellow students, constructed a model of lunar lava tubes and a rover to autonomously map, model, and explore these tubes via Python and a Raspberry Pi.
- Provided additional assistance to other student teams in constructing their own rovers.

University of Idaho Computer Science Assistance Center   **Jan. 2020 – May 2021**
Lab Tutor   *Moscow, ID*

North Idaho College Student Wellness & Recreation Center   **Aug. 2018 – Sept. 2019**
Facility Supervisor / Climbing Wall Attendant   *Coeur d'Alene, ID*

North Idaho College TRIO Student Support Services   **Sept. 2017 – May 2019**
STEM Tutor   *Coeur d'Alene, ID*

EDUCATION

University of Idaho   **May 2021**
BS, Computer Science, Minor in Mathematics   *Moscow, ID*
- Graduated Cum Laude, GPA 3.86
- Emphasized concepts such as virtual reality development, compilers, algorithms, and cryptography.

North Idaho College   **May 2019**
AS, Computer Science   *Coeur d'Alene, ID*
- Dean's List, Phi Theta Kappa, GPA 3.92

SKILLS

- Fluent in C#, C, Python, C++, and UNIX / Windows interfaces. Highly proficient in the Unity game engine with experience developing virtual reality, mobile, educational, and multiplayer projects. Developed graduation software for North Idaho College in Qt and C++, using XML for data storage.

INTERESTS

- Rock climbing, guitar, dancing, building games in Unity, and virtual reality projects.