Jonathan Hohle

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Objective

I would like to work with an innovative team with a strong engineering background on mobile applications, distributed computing, and message passing systems. I also have interest in developing Mac apps, image processing, high availability software, and UNIX-like operating systems (Mac OS X, FreeBSD, Linux, etc.).

Education

MS, Computer Science   Arizona State University
Graduated December, 2008   Tempe, AZ
GPA: 3.85

- Focus on graphics and operating systems
- Developed an original method for multiple classification of textual data
- Implemented several key algorithms for ray tracing and scientific visualization
- Contrasted techniques for automating tasks used by popular operating systems
- Optimized a cutting edge image retargeting algorithm

BS, Software Engineering   Milwaukee School of Engineering
Graduated May, 2003   Milwaukee, WI
GPA: 3.07. Major GPA: 3.22

- Senior Design team Software Development Lab Transition Team leader
- Quickly adapted to a variety of software development processes and contributed to the improvement of those processes
- Successfully applied algorithms, data structures, OO programming techniques, patterns, and architectures to software projects

Computer Skills

Languages: C/C++/Objective-C, Java, PHP, JavaScript, Ruby, Perl, PCRE
Software: Apache HTTP Server, MySQL, memcached, Git, Subversion, LLVM, GCC
Operating Systems: Unix (Mac OS, FreeBSD), Linux, Windows.

Experience

Software Development Engineer II   Amazon.com
February 2009 - Current   Seattle, WA
Worked on multiple components of Amazon Prime including online, customer facing application, back end services, and offline processes. Wrote code, designed tests, debugged applications, and proposed optimizations to existing code.

- Thrived in an environment with multiple programming languages
- Quickly became comfortable with internal tools, processes, and systems
- Participated as a member of a Scrum team

Founder/Developer   Tanka Tech
June 2009 - Current   Seattle, WA
Developed several iPhone applications, predominantly Howl (http://howlapp.com), a Growl client for iPhone. Wrote and maintained server, iPhone, and Mac software.

- Early adopter of APNS
- Wrote synchronizing client/server in Objective-C and Ruby
- Supported multiple apps and worldwide install base

Contractor   O'Reilly Media
December 2008, September 2009   Seattle, WA
Reviewed *iPhone SDK Application Development* and *iPhone Game Development* for technical accuracy.

- Discovered several logic and design flaws in sample code
- Found memory leaks through visual inspection
- Provided suggestions for clarifying concepts
- Worked remotely with authors and editors

Software Engineer   Go Daddy Software
March 2005 - January 2009   Scottsdale, AZ
Design and implementation of custom, web-based software using the LAMP stack. I have been involved in all parts of the software development process including software architecture design, implementation, test, and subsequent feature releases on both new software and legacy software.

- Designed, built and led development on scalable web applications in PHP5 & MySQL on Linux (servicing up to millions of requests per day)
- Introduced "Tech Talks" and presented at inaugural Tech Fest
- Maintained and extended C daemons
- Spearheaded Objective-C development
- Worked on a variety of systems, both off the shelf and in-house
- Integrated with third party and internal web services
- Designed and implemented APIs and DSLs used by other teams
- Contributed patches to Open Source projects

Analyst   Accenture
2003 - 2005   Reston, VA and Phoenix, AZ
Served as an Oracle PL/SQL and Crystal Reports Developer. Helped design and implement a structured report, letter, and form package architecture in Oracle using a layered, procedural methodology. Responsible for developing robust data retrieval methods for reports requiring a single point of entry. Made and maintained contacts in several cities while traveling extensively.

- Oracle 9i PL/SQL Development (Packages, Procedures, Functions, Triggers)
- Letter, Form, and Report development in Crystal Reports 9
- Use of Microsoft Visual SourceSafe, Quest SQL Navigator, TOAD, SQL Plus
- CMM Level 4 project experience
- Projects: Wisconsin DWD SUITES (15 months), Arizona DOR BRITS (3 months)

Information Technology Manager   Rapid Prototyping Center, MSOE
2000 - 2003   Milwaukee, WI
Administered over 20 Windows and Irix workstations, Linux and NT servers, and a Fort Knox Firewall. Created a method for templating public web site. Developed software for notifying users when prototyping machines completed or erred.

- Web design and development using PHP, JavaScript, HTML, CSS and MySQL. http://www.rpc.msoe.edu/
- Software development in C++ and Visual Basic
- Unix (Irix, BeOS), Linux (Redhat, Gentoo), and Windows administration

Open Source Contributions
- Mac Support for PHP UUID Extension
- MacPorts Port Maintenance (GeoIP, rbmake)
- ADOdb Performance and Feature Patches
- iPhone Cisco VPN Settings App

Interests   Healthy living, traveling, filmmaking and animation, distance running, human computer interaction and usability, web development, and computer graphics.