

Jonathan Deiss

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CAREER PROFILE

I'm a capable software developer with a depth of knowledge in the javascript ecosystem and a strong foundation in Linux and Docker. I have a wide range of passions including declarative deployments with Nix, designing compilers and interpreters, and writing typesafe fullstack web applications with typescript and Elysia, React, Next.js, and Astro. I first started programming with an interest in game development, but have taken a bootcamp on web development and recently dove into pursuing a deeper understanding of Linux and systems programming. I am a quick learner and proven leader who was chosen by my peers to become the vice tech team lead after just one month at STEMist Education.

Languages: Typescript, Go, Python, Rust, C++ **Libraries:** NextJS, Elysia, Drizzle, Astro, Godot
Tools: Linux, Docker, Git, NixOS, Neovim, Godot **Databases:** SQLite, Firebase, Supabase

EDUCATION

BAYLOR UNIVERSITY- Waco, TX **August 2024 - May 2028**

Bachelor of Science in Computer Science

- GPA: 3.7
- Minor: Chemistry

MITxPro Fullstack Developer Bootcamp - Online **September 2022 - July 2023**

Fullstack Developer Certification

- Final Grade: 97%
- Build websites using React and Typescript
- Built backends using MongoDB, Firebase, Supabase, and Express

EXPERIENCE

STEMist Education – Vice Software Team Lead **Summer 2024**

A nonprofit led by high school students that provides STEM education and camps

- Spearheaded the migration of a Next JS website to Astro to increase responsiveness and speed
- Mentored less experienced members to migrate the website 20% faster than expected
- Refactored the sign up system from Google Forms despite two failed prior attempts

Spicy Lobster Studios – Game Developer Intern **Summer 2023 - Spring 2024**

A small game studio building free and open source educational math games

- Built three new minigames in a pre-existing codebase to reach the minimum viable product
- Restructured the level organizing system to increase team velocity and code stability

PERSONAL PROJECTS - jdeiss.com/projects

Inkchat - a websocket based real-time chat application built with SQLite, Typescript, Docker, and React

Inkdocs - a static site framework specifically for documentation sites built with Bun and Typescript

Dodge Roll - a game built for the GMTK2022 game jam using the Godot game engine

Dotcopy - a linux dotfiles manager CLI built with go