

JOHNATHAN UPTOGRAPH

EMERGING TECHNOLOGY | COMPUTER SCIENCE | GAMES & SIMULATIONS

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EDUCATION

Miami University Emerging Technology in Business and Design

Minors: Computer Science, Games & Simulations

Major GPA: 3.79 | Cumulative GPA: 3.28

Academic Concentration: Digital

- > Dean's List Academic Scholar Awarded in 2020, 2021, and 2022
- > National Academy of Engineering Cyber Security Grand Challenge Scholar
- > Lab and Teaching Assistant for Human Robot Interaction Course [Fall 2022]

Village Academy High School

S.T.E.M Track with a Concentration in Computer Science

Cumulative GPA 3.67

- > Lab Assistant for 3D Printing and Maker Space
- > Teaching Assistant for Drone Building Course [Spring 2018]

SKILLS & LANGUAGES

3D Printing	■■■■■	CSS3	■■■■■
Arduino	■■■■■	HTML5	■■■■■
Raspberry Pi	■■■■■	JavaScript	■■■■■
Robotics	■■■■■	Java	■■■■■
Soldering	■■■■■	C	■■■■■
Canva	■■■■■	C#	■■■■■
Figma	■■■■■	C++	■■■■■
Maya	■■■■■	Excel	■■■■■
Linux	■■■■■	MATLAB	■■■■■
Unity	■■■■■	Python	■■■■■
Unreal Engine 4	■■■■■	jQuery	■■■■■
WordPress	■■■■■	PHP	■■■■■
Adobe Creative Cloud	■■■■■	SQL	■■■■■
Autodesk Fusion 360	■■■■■	Swift	■■■■■
Blender	■■■■■	Verilog	■■■■■

Note: Each box above represents one academic semester of education with the skill.

PROJECTS

Dysphagia Robotics Research [Advanced Transition Cup] Jan 2021 - Current

- > Developed several prototypes and 3D modeled parts for an Advanced Transitional Cup that control the patients' flow rate of different liquids through the combination of various pressure sensors, gyroscopes, accelerometers, and servo motors.
- > Programmed a variety of Adafruit, Arduino, and RaspberryPi boards to record the patient data.
- > Responsible for developing, wiring, and soldering various prototype printed circuit boards.

Developer and UI Designer for "Pith" Game [Built with Unreal Engine 4] Jan 2021 - Current

- > Developed Unreal Engine Blueprints for object construction, in-game interactions, and various gameplay events.
- > Worked on the development of character combat through the use of motion capture technology.
- > Designed and developed the game's user interface.

Walt Disney World Invention & Innovation Program Jan 2022 - Feb 2022

- > Designed and created prototypes for possible immersive experiences within the park using Disney's state-of-the-art technology.
- > Interviewed Disney Imagineers and conducted customer research within Animal Kingdom for Avatar Flight of Passage attraction.
- > Conducted behind-the-scenes research on entertainment design principles.

UX/UI Special Olympics Website Research Jan 2022 - May 2022

- > With assistance from the CRUX laboratory, our team explored and discussed essential ideas on how we could approach several topics including human-computer interaction (HCI) theory and website usability.
- > Produced several re-design mock-ups for the current Special Olympics website.

UX/UI Research for Graeter's Ice Cream Jan 2022 - May 2022

- > Developed functional UI mock-ups for the Graeter's rewards program using Figma.
- > Used data-driven marketing techniques to create 7 deliverables for the Graeter's Corporate team.
- > Conducted extensive user testing to compare the current Graeter's website designs to their competitors.

RELEVANT WORK EXPERIENCE

Computer Hardware Technician at Resale Technologies, LLC May 2022 - Aug 2022

- > Responsible for creating inventory test reports, validating data erasure, factory resets, factory restores, device wipes, clean boots, device teardown, or other general memory and storage erasing methods on various hardware devices.

Sales and Marketing Representative at Seamless.AI May 2021 - Aug 2021

- > Marketed the world's first and only real time AI-driven search engine for B2B contact data to Fortune 500 companies.

iOS and Android Product Testing for Mobile Application Development at NSCI Group Dec 2019 - Jan 2020

- > Performed UI tests and active debugging on iOS and Android devices. The research conducted focused on improving features for end users and improving the implementation of video-based medical education.

Programming Instructor at Code Ninjas May 2019 - Aug 2019

- > Taught groups of 7 to 14-year-old children various programming languages including C, Java, JavaScript, CSS3 and HTML5.