

Jonathan Lopez

Software Engineer / Video Editor

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Motivated Software Engineer with a B.S. in Applied Mathematics with a concentration in Computation from San Jose State University. Experienced in full-stack web development and currently broadening expertise in game development.

PROFESSIONAL EXPERIENCE

Video Editor & Social Media Coordinator – ProjectCCG (July 2025 - Present)

- Grew social following through consistent content strategy: Instagram from 19K to 36K followers (+89%) and YouTube from 1K to 10K subscribers (10x growth) over one year
- Full content pipeline management including recording, editing and scheduling 4-5 posts per week to Youtube, TikTok and Instagram for trading card game content

Associate Software Engineer - TicketManager (Jan 2024 - June 2024)

- Resolved 100+ Jira tickets consisting of bug fixes, feature builds, and new projects for over 20+ enterprise clients within the first 90 day evaluation.
- Worked on credentialing and badging platforms for large events through a proprietary system using Adobe ColdFusion and XML, where access badges would be created based on the user credential level.
- Collaborated with QA engineers and Account Executives through a multi-step approval process to deliver features that were acceptable to both engineering and client teams.

Fullstack Development Intern/Contractor - EFuse (Jan 2022 - Aug 2023)

- Developed a full stack team dashboard (React, PostgreSQL) for College Carball Association that allowed users to select a college and pull live roster data into a Rocket League stream overlay via BakkesMod
- Promoted from Intern to Contractor after initial front-end contributions; took on backend ownership by building Django REST APIs to connect the React front end to the database, and completed the remaining front-end feature work.

PROJECTS

AquaSphaera (September 2025 - Present)

- Solo developing a voxel-based game on a custom C++ engine built from scratch, implementing DDA-based ray traversal for real-time voxel rendering and Vulkan as the graphics API
- Building a custom in-house UI framework to support the game's interface systems

SunriverShowdown (August 2024 - June 2025)

- Solo developed a multiplayer objective-based shooter in Unreal Engine 5 and C++, implementing server-side prediction and server-side rewind for responsive, cheat-resistant netcode
- Deployed multiplayer infrastructure using AWS GameLift for server hosting and session management; playtested with a group of users to validate gameplay balance and network performance

SKILLS

Skills: JavaScript, Python, C++, SQL, React, Django, PostgreSQL, Git, Adobe ColdFusion, Vulkan, Unreal Engine, AWS GameLift, DaVinci Resolve, CapCut, Jira