

JONATHAN LOPEZ

SOFTWARE ENGINEER

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SUMMARY

Motivated software engineer with a B.S. in Computer Science from San Jose State University. Experienced in full-stack web development and currently broadening expertise in game development.

PROFESSIONAL EXPERIENCE

TicketManager - Associate Software Engineer

Jan 2024 - May 2024

- Collaborated on Guest Management Credential team to build client websites using JavaScript, HTML, and CSS
- Developed backend control systems using Adobe ColdFusion to manage client ticket portals.

Efuse (Contract - College Carball Team)

Jun 2022 - Aug 2022

- Developed a full-stack web application dashboard integrating live-stream overlay.
- Managed SQL database design and optimizations.
- Built REST APIs with Python/Django and front-end components with React.

PROJECTS

SunriverShowdown

May 2024 - Present

Multiplayer objective based shooter developed using Unreal Engine and C++

- Solo developed with a hope to create larger team
- Applicant for Epic's MegaGrant
- Being scaled using AWS Gamelift services

GorillaVx

Apr 2025 - Jun 2025

Multiplayer Game released on Discords Activity Feature developed using Godot.

- Solo developed
- Utilized playroomkit for scaling multiplayer services.

SKILLS

Prototyping Tools
User Research

Interaction Design
Visual Design

Accessibility
Responsive Design

EDUCATION

Bachelor of Science in Computer Science
San Jose State University

Aug 2018 - Dec 2022