Jonah McCann Witte

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EDUCATION

University:	Rochester Institute of Technology
Degree:	Bachelor of Science/Master of Science in Computer Science (May 2027)
GPA:	3.97
Programs:	Honors Program, Accelerated BS/MS

SKILLS

Languages:	Java, Go, Python, JavaScript (TypeScript, React), C, Dart, HTML, Stella, ROBOTC
Frameworks:	AWS, Databricks, React, Flutter, Firebase, Flask, Cloudflare, SQLite

WORK EXPERIENCE

Security Engineer Intern
Yahoo Inc.
June 2024 - August 2024
- Worked within Yahoo's security engineering team "the Paranoids" to enhance the security protocols of their software development pipeline.
- Identified vulnerabilities and implemented robust solutions to protect against potential threats.

Technician and Sales Associate
Bump 'n Grind Co. Analog Market
June 2022 - June 2023
- Played a key role in establishing Bump 'n Grind's new storefront, assisting with technical setup, customer engagement, and community involvement.
- Provided customer service while educating customers about analog technology.

Research Project Intern
University of Maryland, Computer Science Department
May 2022 - December 2022
- Engaged in machine learning research focused on the video game NetHack.
- Collaborated with faculty and peers to present findings, enhancing research skills and deepening understanding of the application of reinforcement learning in gaming and beyond.

PROJECTS

RIT Munch
Community-based web app where users can report and locate free food events around the RIT campus.
- Powered by Firebase for user authentication and data storage.
- Stylized responsive frontend using Tailwind, designed for seamless mobile and web experience.

qDungeon
An in-browser, turn-based dungeon-crawler game in the style of 90s roguelikes.
- Built with React, leveraging functional components to handle game logic and ensure smooth re-rendering of the game's components based on user input.
- Implements custom pathfinding and map generation algorithms to create randomized levels and simulate intelligent enemy behavior.

qRoute
Solve the traveling-salesman-esque problem of optimizing transport routes.
- Implements the Radar geocoding API to calculate travel distances.
- Uses an approximation solution of the traveling salesman problem to find the shortest routes between multiple locations in polynomial time.