

Jonathan Moeller

jmoeller@gmail.com

Objective

An internship in a software engineering firm where I can fully exercise my programming skills and the opportunity to learn and apply new concepts everyday.

Education

Texas A&M University, B.S. Electrical/Computer Engineering, expected Spring '08

Achievements:

- 3.93 GPA
- Dean's List every Semester attended

Organizations:

- Lambda Chi Alpha Fraternity, Office: Fraternity Educator
- Entrepreneur's Society, Member
- Sailing Club, Member
- IEEE, Member

Relevant Classes:

- C++, taught by Bjarne Stroustrup
- Java
- Data Structures
- Electrical Circuit Theory
- Introduction to Digital Systems Design

Professional Experience

Co-founder, bleep. LLC., Winter '05 to Present

Co-founded bleep. LLC. with a colleague at Texas A&M. Our mission is to develop enterprise-grade software for the Mac OSX platform, both to fulfill the void in available enterprise software for the platform, and to catch the flurry of success Apple Computer continues to precipitate.

Peer Teacher, Dept. of Computer Science, Texas A&M University, Fall '05 to Present

Worked with freshman and sophomore computer science students as a tutor and teacher for Java, Data Structures, and Calculus.

Technical Assistant, Texas Engineering Extension Service, Fall '05 to Present

Worked under the TMAC division of TEEX which aided manufacturers in streamlining their workflow to enhance productivity. Duties included drafting plant layouts in AutoCAD, making occasional site visits to ensure progress was going as planned, and optimizing workflow for a number of manufacturers to more strongly adhere to Kanban and Six Sigma principles.

Technical Assistant/Drafter, Schneider Engineering, Summer '05

Worked under 3 EIT's to draft both structural layouts and relay & control schematics for power sub-stations in AutoCAD. Reported to several PE's, and helped streamline the design process by working with the lead drafter to implement new document standards to automate many manual tasks.

Scholastic Experience

Project Leader, Final project in ENGR 112 (C++)

Led a team of 4 individuals to create a replica scrabble game using C++ and the fltk toolkit. TA was very impressed by our use of drag and drop and extension and subclassing of the toolkit.

Skills

Languages

- C/C++
- Java
- Objective-C

Programs

- Visual Studio .NET
- Xcode 2.2
- Familiarity with UNIX Shell

Etc

- Ability to quickly learn and apply new concepts
- Strong OO skills
- Drive and desire to succeed