

Jonathan “Jono” Jenkins

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Skills

Languages Python, Java, C/C#/C++, HTML/CSS, Java/Typescript, SQL, MATLAB, Go
Tools Git (GitHub/Gitlab), Docker, React, Node.js, Django, MariaDB (MySQL), Jira
AI Github Copilot, Claude Code, Cursor
Broadcast Technical Director, Director, Handheld Camera, Hard Camera, Utility, Box Op, XPression

Education

Classes Artificial Intelligence, Advanced AI, Machine Learning, Robotics I/II, Computer Networking, Operating Systems, Computer Security, Computer Architecture, Classical Control
2024–2026 **Master’s in Computing (Robotics Track)**, University of Utah – GPA: 3.57
2020–2024 **Honors Bachelor’s in Computer Science (Games Emphasis)**, University of Utah – GPA: 3.65

Experience

2021–2024 **Student Software Developer**, *J. Willard Marriott Library, University of Utah*
Contributed to an open-source Dockerized Django application to help cultural institutions improve OCR quality of historical document collections, integrating Google Cloud Vision, Microsoft Azure Computer Vision, and Tesseract. Following that project, worked as a solo full stack developer building a website and database for an offsite records center.

2024–2026 **Teaching Assistant**, *University of Utah*
Led weekly lab sections for ME-1010 (Intro to Programming for Engineers), providing direct support to students with implementation and debugging of programming assignments, as well as grading assignments.

2024–Present **Research Assistant**, *HRE Lab, University of Utah*
Developed a 2D screen interface for a robotic post-stroke upper-limb rehabilitation platform, later upgrading it to a fully immersive augmented reality display built in Unity using a Meta Quest headset. The AR system renders target trajectories in real space, allowing users to visualize and trace paths more intuitively than the prior screen-based interface. Presented work at ICORR 2025 and Rocky Mountain ASB 2026.

2023–Present **Freelance Broadcast**, *Salt Lake Valley*
Worked various roles across professional and scholastic broadcasts throughout the Salt Lake Valley, including NHL, NBA, MiLB, ECHL, Collegiate, and High School sports.

Leadership and Projects

2022–Present **Formula U Racing - FSAE Electric**, *Tractive Team Lead, Treasurer, Club President*
Led the tractive team for two years, also serving as Treasurer in the second year, overseeing development of the accumulator and low-voltage systems, alongside integration of the motor and controller. The following year, assumed the role of Club President, leading the team through vehicle assembly and preparation for its first competition in 8 years.

2021–2024 **UCubeSat Club**, *Programming Lead*
Oversaw software development for student-built satellite systems using F’, a custom flight-control framework developed by NASA’s Jet Propulsion Laboratory (JPL), and led the design and implementation of mission software aligned with hardware interfaces and flight requirements.

2021–2025 **Track and Field Sports Club**, *President, Vice President*
Served as Vice President and later President, overseeing team operations, meet planning, budgeting, and recruiting.