

# Jonathan Bonham

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## EDUCATION

### University of Alberta

*BSc Computing Science - Specialization*

Sep. 2023 – Present

## EXPERIENCE

### Software Co-Lead

*The Autonomous Robotic Vehicle Project*

Skills: *Python, C++, ROS 2, Docker*

Aug 2025 – Present

*Edmonton, AB*

- Managing a large team of students working on various projects in topics like computer vision, visual servoing, PID control, and embedded software
- Overseeing all software for our robots and ensuring it is dependable and accurate
- Ensuring code works by testing in real-world environments
- Collaborating with different disciplines including Electrical and Mechanical Engineering sub-teams

### Software Member

*The Autonomous Robotic Vehicle Project*

Skills: *Python, C++, ROS 2, Docker*

Jan 2025 – Aug 2025

*Edmonton, AB*

- Implemented quality-of-life fixes in the Gazebo robot simulator, significantly enhancing the testing experience
- Represented ARVP at RoboSub 2025, finishing in the top 10 out of 60 teams
- Contributed to data labelling, testing, debugging, and other essential competition duties in addition to working on code to complete missions

### Teaching Assistant - CMPUT 201

*University of Alberta*

Skills: *C, Linux, Git, Bash*

Sep 2025 – Present

*Edmonton, AB*

- Evaluated and debugged code in a class of over 500 students
- Diagnosed many technical issues during office hours, such as syntax and logic errors
- Mentored students on CS topics such as C syntax, dynamic memory allocation, and Linux fundamentals
- Led weekly lab sessions of over 100 students, presenting helpful information and marking demonstrations

## PROJECTS

### Visual Servoing Control System

Skills: *Python, NumPy, Docker*

Mar 2025 – Present

- Developed a visual servo based control system for autonomous robotics
- Referenced scientific papers about image-based visual servo
- Adjusted control system for versatility on multiple robots
- Achieved 99% accuracy during real-world trials

### Ray-traced 3D Renderer

Skills: *C, Make*

Nov 2024 – Dec 2024

- Designed and developed a 3D rendering application using C
- Implemented a unit-test process with 150+ cases and successfully passed all
- Developed a robust and refined build system using Make

### Server Administration

Skills: *Linux, FreeBSD, Docker, Networking*

June 2018 – Present

- Designed and configured multiple servers on public and private networks for hosting various services
- Using containerized applications to isolate dependencies, decrease deployment time and achieve a 99% uptime
- Used GitHub Actions to automatically containerize and deploy my own software
- Deployed standard firewall utilities and reverse proxies to ensure safety against malicious actors

## TECHNICAL SKILLS

**Languages:** Python, C, C++, Java

**Tools:** Linux, Windows, Git, GitHub Actions, Docker, Microsoft 365 + G Suite

**Libraries:** ROS 2, NumPy, SQLite