

Jonathan Banashek | Résumé

Woodland Hills, CA (US Citizen)

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Problem solver experienced in a wide range of roles. Passionate about learning, with strong technical, business, and interpersonal skills for working in a team and successfully completing projects.

Experience

- **Monogram Artists** **Remote**
Technical Co-Founder *October 2016 - Present*
Managed all technical aspects for the mvp and beta testing of the mobile and web applications for an influencer marketing based startup. Responsibilities included architecting the server-side application (F#/Python), web front-end (React), mobile application (MVP in Xamarin, beta in React-Native), refining the UI/UX based on best practices and gathering user feedback, setting up the CI/CD pipeline (Docker, Gitlab, Nginx, LetsEncrypt, FAKE, bash scripts), management of cloud resource costs (AWS, DigitalOcean), and performing market research with relevant parties to prioritize feature work.
- **Cornerstone OnDemand** **Santa Monica, CA**
Software Engineer *September 2015 - October 2016*
Backend development (C#) for the company's popular recruiting product. Completed complex feature work while documenting and adding tests to legacy code in order to raise the quality of the codebase overall. Maintained >95% test coverage of new feature work in accordance with team goals. Ensured that I delivered a high quality product with concerns including performance/scalability, internationalization/localization, and an optimal UI/UX experience for the worldwide customer base spread over 196 countries.
- **Live Nation Entertainment** **Remote / Hollywood, CA**
Software Engineer / DevOps Engineer *September 2014 - September 2015*
Full-stack development (C#/AngularJs) across multiple high-availability applications with a multinational userbase responsible for a large amount of revenue. Took ownership of maintaining/updating abandoned legacy projects to ensure that existing customers were not left unsupported. Created custom reporting interfaces to meet customer needs. Communicated with clients and end-users in order to clarify requirements, reducing development time needed and increasing customer satisfaction. Refactored inefficient code/SQL to increase application performance and lessen server load. Acted as DevOps consultant for the team's operational concerns as needed.
- **Live Nation Entertainment** **Remote / Hollywood, CA**
Jr. System Administrator / Build Engineer *February 2014 - September 2014*
Systems Administrator and Build Engineer for a high-availability CMS application with a multinational user-base. Responsible for the provisioning and administration of a wide range of applications across Unix, Linux, and Windows servers both on-site and in the cloud (Azure/AWS).
- **Brotsky Designs, Inc.** **Remote**
Wordpress Development/Security Consultant *September 2012 - January 2013*
Collaborated with lead developer on multiple full-stack projects to harden security in relation to web server configuration, plugin maintenance, and application concerns.
- **AK Enterprises** **Remote**
Systems Administrator *2011 - 2014*
LAMP systems administration for high-availability e-commerce application suite.

Education

- **Western Governors University**
B.S. IT-Software *2015*

Technical and Personal skills

- **Technical:**
 - Proficient in: C#, F#, SQL, Python, Javascript, ASP.NET MVC, .NET Core, Django, Flexbox, React Native (Exponent), Linux, Vim, DevOps, Agile
 - Familiar: Git, Docker, React/Redux, Xamarin, Rust, Clojure/Compojure, Ruby/Rails, Bash, CSS, Perl, jQuery, Flask, NoSQL, Elm, C, Algorithms and Data Structures, x86 ASM
- **General Business Skills:** Excellent communication and presentation skills. Effective in either a team or solo environment whether it be in-person or remote.