

Jonathan Wyatt Pilling

801-657-6294 | JonathanPilling77@gmail.com

PROFESSIONAL EXPERIENCE

Plaid

Software Engineer

Salt Lake City, UT

May 2021 – Present

- Develop back-end integration applications with Typescript/Node. Mainly focused on building out new data products in the Canada geographic.
- Proposed and implemented a segmented alerting solution which helped reduce error rates from 6% to <1% for ~90% of Canadian users.
- Proposed and implemented a browser automation ownership plan with a one year road map.
- Implemented improved redaction strategy for request hashing, resulting in increased visibility on failing endpoints.

Progrexion

Software Engineer

Salt Lake City, UT

March 2020 – April 2021

- Developed back-end machine learning applications in Python using Flask and Docker.
- Deployed containerized applications to the cloud using Heroku.
- Deployed an internal call routing model that increased conversion rate by 8%.

Chart Logic

Software QA Intern

Salt Lake City, UT

June 2019 – February 2020

- Responsible for testing software (Functional, Regression, Back-End) and automating tests in Visual Studio using Selenium with C#.
- Fully automated testing of website permissions functionality, completely removing manual test needs for this feature.

Coda Octopus Group - Colmek

Engineering Intern

Murray, UT

October 2018 – April 2019

- Demonstrated strong analytical and critical thinking skills while testing software and hardware.
- Exhibited attention to detail, assisted in writing/updating technical documentation.
- For a particular PCBA, modified PuTTY solution to cut testing time by 30 seconds per assembly.

PROJECTS

Computer Engineering Senior Project

Wireless Mesh Audio System

Salt Lake City, UT

August 2019 – December 2019

- Developed, with a team, a wireless mesh solution for broadcasting audio data between speakers of different brands.
- Wireless mesh software was written in C using the ESP32 framework.

Database Systems

Learning Management System

Salt Lake City, UT

January 2019 – April 2019

- Starting with design of an entity-relationship diagram, created a database in MySQL to implement a learning management system.
- Created a GUI to communicate with the database via LINQ queries in C#.

Hack the U

Hack to Save Homeless Pets – 1st Place

Salt Lake City, UT

Oct 2016

- Developed, with a team, an application that allowed users to report lost pets.

TECHNICAL SKILLS

- Python, Flask, Node, Typescript, C, C#, Git, MySQL, Docker, Kibana, Heroku

EDUCATION

University of Utah

Bachelor of Science in Computer Engineering

Salt Lake City, UT

Graduated December 2019

Hobbies: Play drums in successful local bands, competitive Super Smash Bros. Player, car enthusiast.