Jonathan Wyatt Pilling

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PROFESSIONAL EXPERIENCE

Progrexion   Salt Lake City, UT
Software Engineer   *March 2020 – Present*
- Develop back-end machine learning applications in Python using Flask and Docker.
- Deploy containerized applications to the cloud using Heroku.
- Deployed an internal call routing model that increased conversion rate by 8%.

Chart Logic   Salt Lake City, UT
Software QA Intern   *June 2019 – February 2020*
- Responsible for testing software (Functional, Regression, Back-End) and automating tests in Visual Studio using Selenium with C#.
- Git and JIRA for maintaining automation tests and tracking issues.
- Working in an agile environment, demonstrated excellent communication skills, both verbal and written.

Coda Octopus Group - Colmek   Murray, UT
Engineering Intern   *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   Salt Lake City, UT
Wireless Mesh Audio System   *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   Salt Lake City, UT
Learning Management System   *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#.

Software Practice   Salt Lake City, UT
Boggle Game   *January 2019 – April 2019*
- Implemented an online game in C# using client-server model.
- Implemented RESTful Architecture to handle all requests and an SQL database to store game information.

Hack the U   Salt Lake City, UT
Hack to Save Homeless Pets – 1st Place   *Oct 2016*
- Developed, with a team, an application that allowed users to report lost pets.

TECHNICAL SKILLS

- *Software:* Python, C, C#, Java, Verilog, Unix, Git, SQL
- *Methodologies*: Containerization, Test Driven Development, Microservices Architecture

EDUCATION

University of Utah   Salt Lake City, UT
Bachelor of Science in Computer Engineering   *Graduated December 2019*

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