Jonathan Wyatt Pilling

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PROFESSIONAL EXPERIENCE

Plaid   Salt Lake City, UT
Software Engineer – NodeJS / Typescript   *May 2021 – Present*

- Leading the development of systems that interface with Canadian Financial Institutions, enabling Plaid applications to access crucial data.
- Improved the redaction strategy for request hashing, resulting in enhanced visibility and better identification of failing endpoints.
- Leveraged existing US product offerings to seamlessly introduce new products in Canada, minimizing the need for extensive code changes.
- Integrated Pyroscope into the continuous integration (CI) process, generating flame graphs for the test suite and pinpointing performance bottlenecks.
- Developed and executed a comprehensive browser automation ownership plan, outlining a one-year road-map for efficient browser automation processes.
- Implemented a Python-based Kibana logging solution and streamlined production code, removing over 4000 lines of unnecessary code.

Progrexion   Salt Lake City, UT
Software Engineer – Python   *March 2020 – April 2021*

- Developed robust back-end machine learning applications in Python using Flask and Docker, ensuring efficient and scalable performance.
- Utilized Heroku to deploy containerized applications to the cloud, establishing a seamless deployment process, and implemented a CI pipeline for automated testing.
- Implemented an internal call routing model that significantly improved the conversion rate by 8%, enhancing customer engagement and satisfaction.
- Integrated a third-party API service to retrieve zip code information based on customer phone numbers, successfully obtaining zip codes for over 95% of customers.
- Created a reliable Flask API to extract and retrieve data from various databases, delivering a clean and user-friendly interface via HTTP requests.
- Developed Docker Compose files to containerize local development, achieving environment parity and ensuring consistent behavior between development and production environments.

Chart Logic   Salt Lake City, UT
Software Engineer in Test (Intern) - C#   *June 2019 – February 2020*

- Took ownership of comprehensive software testing and streamlined the process by implementing test automation using Selenium with C# in Visual Studio.

PROJECTS

Computer Engineering Senior Project   Salt Lake City, UT
Wireless Mesh Audio System   *August 2019 – December 2019*

- Collaborated with a team to develop a wireless mesh solution using the ESP32 framework in C, enabling audio data broadcasting between speakers of different brands.

Database Systems   Salt Lake City, UT
Learning Management System   *January 2019 – April 2019*

- Created a database in MySQL to implement a learning management system. GUI communicated with the database via LINQ queries in C#.

EDUCATION

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

TECHNICAL SKILLS

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

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