JOSE BONILLA FLORES

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SUMMARY

Software Engineer with experience building production UI features in React + Redux and supporting release readiness through QA leadership, CI/CD, and Azure cloud-based testing. MS in Software Development and BS in Mathematics. Comfortable across frontend, APIs, databases, and Azure environments.

TECHNICAL SKILLS

Languages: JavaScript, Java, Python, SQL, C++, C#, PHP, .NET
Frontend: React, Redux, HTML5, CSS
Backend: Node.js, REST APIs, Slim (PHP)
Databases: PostgreSQL, MySQL
Cloud/DevOps: Microsoft Azure, GitHub, GitHub Actions (CI/CD)
Tools: Excel, Word, PowerPoint

EXPERIENCE

Treevah LLC — Software Engineer Intern → QA Lead   Jul 2025 – Dec 2025
• Built reusable React + Redux UI components including toast notifications for file/folder actions (create, copy, cut, paste, delete, rename), improving consistency across the app.
• Implemented dynamic breadcrumb navigation with React + Redux for deep-folder navigation and automatic column scrolling, improving usability and navigation reliability.
• Refactored JavaScript and CSS to improve organization and maintainability.
• Resolved bugs involving time zone mismatches, sorting inconsistencies, and subfolder panel behavior, improving stability and correctness.
• Promoted to QA Lead; created/assigned GitHub issues, reviewed pull requests, and coordinated end-to-end QA testing to support beta release readiness.
• Provisioned and supported Azure-hosted PostgreSQL for the beta file lifecycle release; validated functionality across file/folder workflows.
• Configured Azure environments and GitHub Actions CI/CD (PostgreSQL, Blob Storage, Key Vault, App Service/Static Web Apps) to ensure feature branches deployed to correct slots for production-like testing.

E*TRADE by Morgan Stanley — Operations Analyst   Mar 2021 – Aug 2024
• Reviewed documentation and financial records, processed high-volume transactions accurately, and resolved operational issues and escalations in a time-sensitive environment.

PROJECTS

Web Chat Server (Java, WebSockets, Multithreading)
• Built an HTTP server in Java; implemented HTTPRequest/HTTPResponse parsing, served static files with correct headers, and handled 404s.
• Improved reliability using exception handling and modular OOP design; created a threaded version for handling multiple clients.

Pong Game (C++, SFML)
• Developed a Pong clone with ball physics, paddle control, collision detection, and score tracking using object-oriented design.

EDUCATION

University of Utah — Master of Software Development   Dec 2025
Madonna University — Bachelor of Science in Mathematics   May 2019