

Jonathan Berzon

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SKILLS

JavaScript, TypeScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS, Python, Flask, NumPy, Pandas, R, Docker, Canvas, REST API, TDD, AJAX, Axios

PROJECTS

Some Trails (Ruby on Rails, ReactJS, Google Maps API, Weather API, PostgreSQL, AWS S3)

[live](#) | [github](#)

Some Trails is an All Trails clone built with Rails, Postgres, React, and Redux.

- Stored uploaded images on Amazon Web Services S3 (AWS) utilizing backend associations to link buckets to hike photos to optimize load times and reduce local storage.
- Designed reusable search bars using HTML, CSS, and React which utilized front-end state for quick and responsive search results.
- Applied dynamic design and media queries to ensure all pages within the application were both responsive and promoted good user experience on all screen sizes.

Movie Fridays (MongoDB, Express, ReactJS, NodeJS, IMDb API)

[live](#) | [github](#)

Movie Fridays is a MERN stack application letting users form groups with their friends to find, compare, and review movies.

- Led a team of four engineers as the Lead Flex Developer to successfully build a custom web application from inception to completion in under four days by managing Git workflow, hosting daily standups, and creating design documents.
- Designed and built the Express routes, database schema, Redux cycle, and normalized state for seamless interconnectivity from the backend to the frontend.
- Applied React to build modular components that were easily reusable for the frontend and design team to DRY up code and streamline the development process.

Card Brawl (JavaScript, Canvas, HTML, CSS)

[live](#) | [github](#)

Card Brawl is a custom card game built with vanilla JavaScript and Canvas where users can battle bosses with a fantasy themed deck.

- Employed Canvas and vanilla JS to create and display a functioning game board with CSS animations, responsive click handling, and working game logic resulting in a unique gameplay experience.
- Utilized Object Oriented Design to build reusable classes, streamlining future development by leveraging prototypal inheritance and OOP best practices.

EXPERIENCE

Clinical Interviewer, Suffolk County Mental Health Project - Stony Brook Hospital

Jun 2018 - Jul 2021

- Conducted 200+ structured clinical interviews (SCID-IV) on a sample of adults with psychotic disorders (schizophrenia spectrum disorders, mood disorders, etc.) and non-psychotic controls.
- Prepared individual case reports from interview data, psychiatric treatment records, and observed behavior to be used in monthly meetings to aid psychiatrists in the diagnostic process.
- Collaborated with IBM software engineers to combine their data analysis software for voice and facial recognition to our data set using Docker and Python.
- Trained and managed research assistants to aid in data collection and retrieval, as well as trained staff members to use Python, Docker, and navigate the command line for data traversal.
- Wrote scripts used to analyze thousands of data points to reduce the data-cleaning process from manual to automated.

Research Coordinator, Genomic Psychiatry Cohort - Stony Brook Hospital

Feb 2019 - Feb 2020

- Coordinated, hired, and trained a team of research assistants in both data collection and cleaning.
- Distributed and received over 200 user surveys assessing symptoms of psychopathology.
- Applied R to conduct quantitative analysis on received data in an attempt to restructure and create a new survey to dimensionally assess psychopathology.
- Presented findings based on self conducted data analysis at the 33rd Annual Meeting of the Society for Research in Psychopathology. Findings were later used in a publication for the journal [Assessment](#).

EDUCATION

Web Development - App Academy

Nov 2021

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

BA Psychology - Stony Brook University

May 2018