Jon Cerruti

(000)-000-0000 | *email*
Linkedin.com url/ | github.com url | personal website (optional)

Education

(enter college/bootcamp info)

Experience

(skip for now because I will do this myself and tailor it a little to add data entry)

Projects

[Name of Project 1]   month 2022 – month 2022

-(description)

-(description)

[Name of Project 2]   month 2022 – month 2022

-(description)

-(description)

[Name of Project 3]   month 2022 – month 2022

-(description)

-(description)

[Examples]

Blockchain Gambling Application   October 2020 – November 2020

- Designed and developed the user interface that allowed the users place bets during an a certain time period and withdraw from the shared pool when time was up.

-Worked on the integration of the user interface with solidity contracts, so each bet is stored on the blockchain.

World Wide Trip Optimizer   January 2020 – May 2020

-Collaborated with a four-person team in a Agile environment to produce an intuitive trip planning website.

-Developed a modern UI for both desktop and mobile layouts with the use of React, MaterialUI, and Webpack.

-Tested and managed code through use of technologies such as Jest, JUnit, Maven, and TravisCI.

Intervention System   January 2020 – May 2020

-Developed system in Kotlin, as part of a research project, to send out either general or personalized emails based on student outcome scores; then tracked which helpful links students clicked on in the emails to determine which email format student's found more beneficial when it came to understanding the material.

- Used Firebase and the Google Cloud Platform to maintain the underlying database that kept track of the students in the class, which group they were apart of, and the links they clicked on.

Technologies

Languages: Java, JavaScript, C++, C, Python, PHP, jQuery, SQL, Perl, Kotlin
Frameworks / Libraries: Node, React, Material UI, Webpack, Rest API, GraphQL, Jest, JUnit, Maven, Gradle, MongoDB, MySQL, Selenium, Mockito, Express
Tools: Linux, Scrum, GitHub, Jetbrains IDEs, Eclipse, Git, ZenHub, Code Climate, Travis, Docker
Engineering Principles: Agile Development, Object Oriented Programming, Test Driven Development, Unit Testing, Coverage Testing, Continuous Integration/Deployment