

# Jonathan Navarro

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## EDUCATION

**University of California, Irvine**

June 2018

*Bachelor of Science in Computer Science*

## TECHNICAL SKILLS

C/C++, Python, Java, Javascript, HTML, CSS, PHP, GIT, MySQL, Apache, Bootstrap, jQuery

## WORK EXPERIENCE

**Alichbot:** - Irvine, CA

June 2019 - present

### Software Engineering Intern

- Developed a service that recorded our prospective applicants zip codes and gathered information about their area for future cost benefit analysis relating to the expansion of our service in new locations. (AWS Boto3, python)
- Created a front end tool for the Alichbot website that uses Javascript and the Ipstack API to gather user agent information in order to prioritize relevant platforms for service expansion.

**Wallbreakers:** - Remote

June 2019 - August 2019

### Software Engineering Trainee

- Completed 100+ hours of interview training including mock interviews, weekly AMA's, and online talks with recruiters from Wallbreaker's partner companies.
- Solved 120 Data Structure and Algorithm problems within the span of the six week program.

**Metronome Software LLC:** - Lake Forest, CA

June 2016 - September 2016

### Software Engineering Intern

- Implemented revised versions of the ECLOAK and NIDUS app's Home/Dashboard using XML and Java.
- Developed code that handled sending, retrieving and displaying pertinent information to ECLOAK's users by integrating specialized HTTP requests into the mobile app's server side code.
- Implemented the login process for the NIDUS mobile app both on the front end, and in the backend by reverse engineering Cloudstack's authentication process.
- Created a system for sending modular REST-ful API calls to the Cloudstack/NIDUS server in order to allow users to manage their virtual machines and accounts.

## PROJECTS

### UCI Search Engine:

- Implemented a search engine given a collection of around 50,000 web pages from UCI related domains
- Parsed and tokenized html content using the **Beautiful Soup library**
- Created an inverted index and used the TF-IDF ranking scheme for yielding optimal search results
- Read more at the project repo: [Github](#)

### Othello GUI Application:

- Built a GUI implementation of the popular game Othello
- Implemented the project using **Python** for the game logic
- Used Python's **tkinter** library to build the user interface
- Read more at the project repo: [Github](#)

### Mapquest API Project:

- Utilized the **Mapquest API** to create a text based GPS for trip directions, latitude, longitude, distance and time
- Implemented an interface which utilized the users' input to send an **HTTP** request to the **Mapquest API**
- Parsed the API's **JSON** response for user requested information and transpose it to text
- Read more at the project repo: [Github](#)

## ONLINE CONTACT

**Github:** [www.github.com/Jonathan-E-Navarro](http://www.github.com/Jonathan-E-Navarro)

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