

JONATHAN NGUYEN

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SKILLS

Software Engineering: Java, C#, C++, Python

Full Stack Web Development: JavaScript, React, Redux, HTML5/CSS, Node.js, Spring

Tools and Databases: Git, MySQL, Jenkins, Docker, JUnit, Jest, Apache Maven

EXPERIENCE

IBM, Software Engineer: San Jose, CA — May 2019 - Present

- Worked on full stack development in React.js, Redux, Java, and Spring to modernize various IBM Db2 software used by DBAs and enterprises globally
- Collaborated with engineers, designers, and product owners to deliver high visibility projects that bring in millions of dollars from various clients
- Led development of implementing Jenkins and Docker into our teams workflow to automate builds and end to end testing with JUnit and Jest on our teams products
- Mentored interns and successfully ramped them up to be productive developers on the team

Sony PlayStation, Software Engineer Intern: Aliso Viejo, CA — June 2018 - December 2018

- Developed Java services involving streaming and deploying new titles on the cloud for PlayStation Now
- Ported various services into their own microservices and developed various REST APIs using DropWizard
- Developed Python scripts to facilitate server allocation and game distribution across thousands of servers
- Ensured software functionality and industry level code quality through JUnit testing

Social Life Networks Lab, Undergraduate Researcher: Irvine, CA — January 2018 - June 2018

- Researched how to utilize machine learning and natural language processing to automatically log meals
- Co-authored a paper "Multimodal Food Journaling" that was presented at HealthMedia Conference 2018
- Helped develop a mobile app that automatically tracks when meals are eaten with over 80% accuracy

Cox Automotive - Kelley Blue Book, Software Engineer Intern: Irvine, CA — June 2017 - September 2017

- Created various services for the ads services team to automate reporting and data collection for ads
- Optimized programs to reduce runtime of various C# and SQL Server services used by over 50%

EDUCATION

University of California, Irvine — B.S. in Computer Science, 2018 — GPA: 3.5

LEADERSHIP

Development Club, Programming Officer: Irvine, CA — September 2016 - January 2018

FHS FIRST Robotics, Software Mentor: Sunnyvale, CA — September 2014 - January 2016

Developers Guild, President: Cupertino, CA — September 2014 - January 2016

AWARDS

Grow With Google Developer Scholarship: Sponsored by Udacity — 2018

"Best AR/VR", PokeARena: Sponsored by GIGABYTE — Citrus Hacks 2018

"Best Game" 2nd place, PokeARena: Sponsored by GIGABYTE — Citrus Hacks 2018

"Best Medical Hack" Finalist, InstaNurse: Sponsored by Kareo — Hack Davis 2018