

# Jonathan Borzilleri

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[On GitHub](#)

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## Skills

### Languages:

Proficient in: PHP, Perl, HTML, CSS, Javascript, SQL, Bash, Java  
Experience with: Ruby, Python, VB.NET, C#.NET, C/C++,  $\text{\LaTeX}$

### Technologies & Tools:

vim, git, SVN, ant, Jenkins, MySQL, SQL Server, Backbone, jQuery, SASS/LESS

### Target Platforms:

Linux (Ubuntu, CentOS), Web (Mobile, Desktop), Windows (XP, 7)

## Experience

- **Intrepid Learning**  
**Applications Developer**

March 2010 - Present  
Seattle, WA

Lead developer for the Intrepid Agile Learning Hub platform, a web-based portal designed to facilitate informal and self-guided employee training. Additionally lead development of several dedicated client sites with paved the way for the modern Intrepid Agile platform.

- Built a PHP web framework used in dedicated client sites, designed to interact with CMS backend via REST based APIs. On top of this framework, I implemented a REST API for third-party integrations with the site, and an Ant based script for deployments.
- Lead development of Learning Hub platform in Java using the Play Framework.
- Developed a java library to interact with our REST API powered CMS backend that presented itself in a developer friendly object-oriented interface.
- Developed Fabric script to deploy Play application.
- Developed multiple SSO solutions for both the PHP framework and the Learning Hub platform that utilize Active Directory, LDAP, and SAML.
- Developed a library to manage data & schema migrations for our CMS backend, allowing for migrations to have dependencies in a directed-graph manner.

- **Tweetajob**  
**PHP/MySQL Web Development**

September 2009 - December 2009  
Seattle, WA

Tweetajob leveraged Twitter as a platform for job recruitment, I developed an admin console which allowed for managing recruiters, monitoring job postings created by them, and performing general site management. Additionally, assisted in implementing the payment processing system system.

- Developed in PHP using the Kohana web framework.

- Used Twitter's API to implement functionality to monitor and delete tweets made by the system.
- Used Authorize.NET API to implement one-off and recurring payment processing.
- Developed admin console for managing users, payments, and tweet interaction.

- **Implied Solutions, LLC**  
**PHP/MySQL Web Development**

March 2009 - May 2009  
Seattle, WA

PHP Developer working on *Running Rewards* site, designed for a client to engage the marathon & running community and provide information on event incentives.

- Primary developer behind *Running Rewards* web site.
- Developed using OO PHP, Doctrine ORM, & MySQL
- Designed & developed site based on client requirements.
- Implemented UI based on designer photoshop mockups.

- **The Active Network**  
**Thrive - SOA Development**

June 2007 - September 2008  
Bothell, WA

Lead developer for SOAP interface and business logic application for the Thrive online event registration platform. Lead development of Windows Services to perform background/asynchronous processing of registrations and managing recurring billing.

- Worked heavily in SQL Server, developing stored procedures & views.
- Lead development of a Windows Service app to process recurring payments based on customer and/or user defined schedules.
- Lead development of a Windows Service app to perform post-processing of registration data separately from the user registration path, allowing a minimum of work to be done inline with the user request, improving performance of the registration process.

## Interests/Hobbies

- **Norwescon**  
**IT Developer**

2011 - 2014

Began volunteering for Norwescon, performing a variety of IT & developer roles, including maintenance on existing software & web apps, setup/teardown of at-con network infrastructure, and at-con tech support for registration and art show systems.

- **Game Development**

- Currently run and administer multiplayer server for Minecraft myself and friends. Have implemented automatic map generation using an open source tool, automated backup snapshots (using rsyncbackup).

- Developed Mods for both Minecraft and World of Warcraft. Minecraft mods were developed in Java using the community developed Bukkit API & Server implementation. The WoW addons were developed in lua. Source code for these mods can be found in my github profile: <http://github.com/duaiwe>

- **Hiking & Snowboarding**

Though I am not able to go as much as I would like, I enjoy hiking, and have enjoyed hiking various areas of the pacific northwest, and snowboarding at crystal mountain.

## **Education**

- **Rochester Institute of Technology**

2005

Rochester, NY

Bachelor of Science in Computer Science

Minor in Philosophy