

Jonathan Cirillo

cirillojon.herokuapp.com

✉ jonathancirillo@outlook.com | ☎ 407.718.1174 | [in linkedin](#) | [github](#)

EDUCATION

UNIVERSITY OF CENTRAL FLORIDA | B.S. IN COMPUTER SCIENCE

August 2019 - August 2023 | Orlando, FL

EXPERIENCE

F5 NETWORKS | SOFTWARE ENGINEER | SEATTLE, WA

AUGUST 2023 – PRESENT | PYTHON, GITSWARM, CONFLUENCE

- Supporting F5's next-gen rSeries and VELOS Products as a member of the Velocity System Integration team.

VS & CO. | SOFTWARE ENGINEER INTERN | REMOTE

MAY 2023 – AUGUST 2023 | GO, AZURE, KUBERNETES, DOCKER, COUCHDB, MONGODB, CONSUL

- Member of VS Digital team supporting Go microservices within an Azure Kubernetes Services environment.
- Optimized a core service's performance by transitioning blacklisted user storage from array to map structure.
- Leveraged CouchDB and Consul for local environment setup, enabling pre-deployment modification tests.

VS & CO. | APPLICATIONS DEVELOPER INTERN | REMOTE

MAY 2022 – APR 2023 | C#, SQL, POWERSHELL, .NET, WPF

- Member of Payments team responsible for investigating issues affecting pin-pads at stores in North America.
- Identified & rectified production faults such as malfunctioning APIs and firewalls, reducing company losses.
- Assisted Development of Merchandise Planning Application to vastly improve employee productivity.
- Created & Prepared data in MS SQL for QA testing of Planning App & validated APIs using SwaggerHub.

INFORMA SOFTWARE | SOFTWARE ENGINEER INTERN | MAITLAND, FL

JAN 2022 – MAY 2022 | JAVASCRIPT, C#, LIQUID OFFICE

- Created user-friendly forms & business solutions for diverse industries using JavaScript and C#.
- Led research into cloud-hosting applications, reducing hosting costs by 35%.
- Authored technical documentation, & led meetings to present findings.

PROJECTS

AUGMENTED REALITY COOKING SIMULATOR | 2023

FLUTTER, DART, UNITY, C#, FIREBASE | LEAD BACKEND DEVELOPER

[LINK TO WEBSITE](#)

- Engineered Dart & C# APIs for efficient app-to-database communication & dynamic data presentation on UI.
- Deployed Open source 'GLTFUtility' plugin for real-time instantiating of 3D assets from cloud storage.
- Conceptualized & constructed a System Design Model that maximized efficiency and minimized requests.
- Instituted user authentication using Google & Facebook via Flutter & Dart, ensuring Firebase data protection.

JAVA CHESS ENGINE & MULTI-THREADED AI | 2023

JAVA, LATEX, INTELLIJ, GUAVA | LEAD DEVELOPER & PROJECT MANAGER

[LINK TO PAPER](#)

- Developed a robust Java-based chess engine with a multi-threaded AI using alpha-beta-pruning.
- Conducted research & presented results detailing runtime improvements made by parallelizing alpha-beta.

SPOTIFY WEB/MOBILE APPLICATION | 2022

JAVASCRIPT, MONGODB, EXPRESS, REACT.JS, NODE.JS | PROJECT MANAGER

[LINK TO PROJECT](#)

- Led the development of a Spotify web and mobile application called 'Trendify'.
- Utilized Spotify's API to allow users to connect their account and view in-depth listening data & track information. Other technology used: Jest, React Native, Android Studio, Expo, Lucidchart, and Heroku.

TECHNICAL SKILLS

PROGRAMMING LANGUAGES: JAVA • PYTHON • GO • C# • C • JAVASCRIPT • SQL • DART • LATEX

DATA MANAGEMENT & TOOLS: FIREBASE • MONGODB • DOCKER • MYSQL • AZURE • GITHUB • KUBERNETES

LIBRARIES, FRAMEWORKS, & IDEs: REACT.JS • NODE.JS • FLUTTER • KERAS • .NET • UNITY • VS CODE • INTELLIJ