Jonathan Cirillo

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA | B.S. in Computer Science
Expected July 2023 | Orlando, FL

EXPERIENCE

VS & CO. | Software Engineer Intern
May 2023 – Present | Remote
- Construct scalable microservices using Go, Go-kit, & Azure Kubernetes Services.
- Utilize Docker & NoSQL databases (CouchDB & MongoDB) for optimal app portability & data handling.
- Employ Prometheus and Grafana for comprehensive system health tracking.
- Facilitate cross-functional collaboration for seamless microservices integration across teams.

AR COOKING SIMULATOR (STARTUP) | Lead Backend Developer at CuttingBoard
January 2023 - Present | Orlando, FL   Link to Website
- Established user auth with Google & Facebook via Flutter & Dart, safeguarding user data in Firebase.
- Deployed GLTFUtility for real-time 3D model loading from Firebase into Unity AR scenes.
- Developed APIs using Dart and C# for effective app-to-DB communication and data exchange.

VS & CO. | Applications Developer Intern
May 2022 – Apr 2023 | Remote
- Troubleshooted & mitigated software issues affecting pin-pads using tools such as Powershell.
- Identified and rectified production faults such as malfunctioning APIs and firewalls.
- Aided in app development, testing, & support for MP&A team via C# and .NET.
- Prepared data in MSSQL for QA testing, validated APIs using SwaggerHub.

INFORMA SOFTWARE | Software Engineer Intern
Jan 2022 – May 2022 | Maitland, FL
- 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

JAVA CHESS ENGINE & MULTI-THREADED AI | 2023
Java, LaTeX, IntelliJ, Guava   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.

REACT WEB APP | 2023
React.js, Unity, JavaScript, C#, AWS Lambda, ThreeJS   Link to Project
- Created app using React filled with various minigames inlcuding: snake, tic-tac-toe, & a Unity WebGL game.

SPOTIFY WEB/MOBILE APPLICATION | 2022
MongoDB, Express, React.js, Node.js   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 • Go • C# • C • JavaScript • Python • SQL • Dart • LaTeX
Data Management & Tools: MongoDB • Firebase • Docker • MySQL • Azure • GitHub • Kubernetes
Libraries, Frameworks, & IDEs: React.js • Node.js • Flutter • Keras • .NET • Unity • VS Code • IntelliJ