

# Jonathan Cirillo

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## EDUCATION

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**UNIVERSITY OF CENTRAL FLORIDA** | BACHELOR OF SCIENCE IN COMPUTER SCIENCE

August 2019 - August 2023 | Orlando, FL

## EXPERIENCE

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**F5 NETWORKS** | SOFTWARE ENGINEER

AUG 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

MAY 2023 – AUG 2023

GO, AZURE, KUBERNETES, DOCKER, COUCHDB, MONGODB, CONSUL, GRAFANA

- Supported 100+ Go microservices within an Azure Kubernetes environment as a member of VS Digital Team.
- Optimized a core service's performance by transitioning blacklisted user storage from array to map structure, achieving from 100x to 1000x faster data lookups. Leveraged CouchDB & Consul for local testing of updates.

**VS & CO.** | APPLICATIONS DEVELOPER INTERN

MAY 2022 – APR 2023

C#, JAVA, SQL, POWERSHELL, .NET, WPF, BITBUCKET, CHERWELL

- Investigated software issues affecting pin-pads in all North American Stores as a member of Payments team.
- Utilized PowerShell for log processing & conducted root cause analysis of bugs impacting millions of users.
- Identified production faults with APIs and firewalls, saving the company from thousands in potential losses.
- Assisted development of new Merchandise Planning Application, boosting productivity for hundreds of staff.
- Created data in MS SQL for Quality Assurance testing of Planning App & validated APIs using SwaggerHub.

**INFORMA SOFTWARE** | SOFTWARE ENGINEER INTERN

JAN 2022 – MAY 2022

JAVASCRIPT, C#, LIQUID OFFICE, BUDIBASE

- Created user-friendly forms & business solutions for companies in diverse industries using JavaScript and C#.
- Led research into cloud-hosting solutions, which could potentially diminish existing hosting expenses by 35%.
- Produced comprehensive technical documentation, & facilitated multiple meetings to demonstrate findings.

## PROJECTS

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**AUGMENTED REALITY COOKING SIMULATOR**

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 Firebase storage.
- Conceptualized & constructed a System Design Model that minimized DB requests saving thousands in costs.
- Instituted user authentication using Google & Facebook via Flutter & Dart, ensuring Firebase data protection.

**JAVA CHESS ENGINE & MULTI-THREADED AI**

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.
- Presented research paper detailing 270% performance increase achieved through parallelizing alpha-beta.

**SPOTIFY WEB/MOBILE APPLICATION**

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

[LINK TO PROJECT](#)

- Spearheaded the creation of 'Trendify', a web and mobile application integrated with Spotify.
- Leveraged Spotify's API, enabling users to synchronize their accounts and explore comprehensive listening data and track details. Technologies also employed include Jest, React Native, Android Studio, and Expo.

## TECHNICAL SKILLS

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

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

LIBRARIES, & FRAMEWORKS: REACT.JS • NODE.JS • FLUTTER • KERAS • PANDAS • FLASK • .NET • UNITY