# Jonathan Cirillo

cirillojon.herokuapp.com

■jonathancirillo@outlook.com | **J** 407.718.1174 | **I**II linkedin | **Q** github

## **EDUCATION**

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

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 anf 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