

Jonathan Cirillo

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EDUCATION

UNIVERSITY OF CENTRAL FLORIDA | BACHELOR OF SCIENCE IN COMPUTER SCIENCE
August 2019 - August 2023 | Orlando, FL

EXPERIENCE

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

AUGMENTED REALITY COOKING SIMULATOR LINK TO WEBSITE
FLUTTER, DART, UNITY, C#, FIREBASE | LEAD BACKEND DEVELOPER

- 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 LINK TO PAPER
JAVA, LATEX, INTELLIJ, GUAVA | LEAD DEVELOPER & PROJECT MANAGER

- 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 parallellizing alpha-beta.

SPOTIFY WEB/MOBILE APPLICATION LINK TO PROJECT
JAVASCRIPT, MONGODB, EXPRESS, REACT.JS, NODE.JS | PROJECT MANAGER

- 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

PROGRAMMING LANGUAGES: JAVA • PYTHON • GO • C# • C • JAVASCRIPT • SQL • DART • LATEX
DATA MANAGEMENT & TOOLS: FIREBASE • MONGODB • GITHUB • DOCKER • MYSQL • AZURE • KUBERNETES
LIBRARIES, FRAMEWORKS, & IDES: REACT.JS • NODE.JS • FLUTTER • KERAS • .NET • UNITY