# Jonathan Cirillo

cirillojon.herokuapp.com

✉ jonathancirillo@outlook.com | 📞 407.718.1174 | 🔗 linkedin | ⬤ 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 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