

Jonathan Cirillo

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EDUCATION

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

August 2019 - 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

- 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 & 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, 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 | 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](#)

- 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 • DOCKER • MYSQL • AZURE • GITHUB • KUBERNETES

LIBRARIES, FRAMEWORKS, & IDEs: REACT.JS • NODE.JS • FLUTTER • KERAS • .NET • UNITY • VS CODE • INTELLIJ