

# Jonathan Cirillo

github.com/cirillojon

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## EDUCATION

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

Expected July 2023 | Orlando, FL

## EXPERIENCE

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**VS & CO.** | CREDIT/PAYMENTS APPLICATIONS DEVELOPER INTERN

Aug 2022 – Aug 2023 | Remote

- A part of team responsible for investigating 100% of software issues affecting store registers & pin-pads.
- Employ PowerShell scripts to process logs & investigate root causes of bugs affecting millions of customers.
- Identified a malfunctioning API in production impacting card applicants, prompting fixes sent to all stores.
- Discovered issue with firewall implementation causing thousands of transactions to not reach cloud database.

**VS & CO.** | APPLICATION AND SOFTWARE ENGINEER/DEVELOPER INTERN

May 2022 – Aug 2022 | Remote

- Contributed to application development, testing, and support for Merchandise Planning & Allocation team.
- Assisted in developing an efficient C# application to improve & replace a slow and error-prone planning app.
- Generated data in MSSQL for comprehensive QA testing & leveraged SwaggerHub to validate various APIs.
- Presented contributions to company leadership & proposed method to integrate machine learning in MP&A.

**INFORMA SOFTWARE** | SOFTWARE ENGINEER INTERN

Jan 2022 – May 2022 | Maitland, FL

- Developed intuitive forms & business solutions for companies in diverse industries using JavaScript and C#.
- Conducted research into cloud-based application hosting to reduce company's existing hosting costs by 35%.
- Produced comprehensive technical documentation, & facilitated multiple meetings to demonstrate findings.

## PROJECTS

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**AUGMENTED REALITY COOKING SIMULATOR (CUTTING BOARD)** | 2023

UNITY, C#, FIREBASE, FIGMA, SPOONACULARAPI

- Member of startup; Part of pitching team for UCF Joust Competition for Student Entrepreneurs.
- Currently also working as a backend developer, responsible for API and database integration.
- Developed API calls to fetch recipe information, seamlessly integrating data into the application.
- Integrated Firebase with Unity, using cloud-storage to securely host 3D assets and user account information.
- Implemented GLTFUtility plugin to instantiate 3D models into Unity app during runtime from cloud-storage.

**JAVA CHESS ENGINE & MULTI-THREADED AI** | 2023

- 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

MONGODB, EXPRESS, REACT, AND NODE.JS

- 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

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

DATA MANAGEMENT & TOOLS: MONGODB • FIREBASE • MSSQL • MYSQL • AZURE • GITHUB • JIRA • BITBUCKET

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