

# JONATHAN MALLOZZI

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## SUMMARY

I would love to work at your company to help continue to grow my knowledge of software engineering, and to become a more knowledgeable developer. I feel as though my past experience has set me up for a successful introduction, should you choose me as the right candidate for this position. Over the past year and seven months, I have worked at Blackhawk Networks developing an eCommerce site for brands around the globe, in React and Django to support over a billion dollars of sales in 2021. Before that, I spent 4 years getting a Computer Science degree where I pursued my passion to learn as much about programming and software development as possible in the numerous electives that I opted into. Outside of that schooling and my work, I continue every day to develop my own projects and learn as much as possible.

## HIGHLIGHTS

- Proficient in computer programming and software development
- Enhanced knowledge from working in Java and Spring Framework for the past ten years and React for 5 years
- Professional experience in React, Backbone.js, MySQL, and Django
- Strong at source control and git
- In-depth knowledge of Agile practices through iterative development within a small team using Scrum Techniques, Trello Boards, Rally, Jira, Confluence, and major Github features such as; milestones, issues, and releases
- Over four years of experience in providing strong customer care and support
- 3<sup>rd</sup> degree black belt in Shaolin Martial Arts Karate

## EDUCATION

- B.S. in Computer Science, minor in Mathematics, University of Southern Maine May 2020

## PROGRAMMING PROJECTS

- Professional Developer of new features for many full-stack eCommerce sites and microservices at Blackhawk Networks. These new features have allowed the eCommerce platform to attract new users, brands and be reliable enough to generate over a million dollars each day.
- A solo Developed Demo Webapp in Python Django and React.js to interface and implement a GraphQL API in Python <https://github.com/JonMallozzi/Python-GraphQL-WebApp>
- Developing an MMORPG using Java with LWJGL Vulkan 3D Graphics, Spring Boot for the API, Modern Java 17, and Angular for the frontend. This Project has been going on for the past two years but is closed source
- A series of challenging SQL Queries was done in a paired programming team on the class's database to show the student's knowledge of SQL. <https://github.com/JonMallozzi/COS457Queries>
- An app currently in development that I am designing on my own with the current stack of a Postgres Database, Kotlin Backend API, and React website set up. <https://github.com/JonMallozzi/IdleGame>
- A Computer Graphics WebGL Javascript App was developed and tested using Three.JS to procedurally generate a city. Live Demo: <http://www.cs.usm.maine.edu/~mallozzi/finalProject/ProceduralCity.html>  
Source Code: <https://github.com/JonMallozzi/COS420-FinalProject-CityGenerator>
- Solely developed a Mobile and Web App currently in development used for learning languages such as Spanish. It is developed in Vue.js for the web and Flutter for mobile with backend in Go using GraphQL and MongoDB.

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## EXPERIENCE

**Blackhawk Networks**, Portland, ME

September 28, 2020 - Current

Software Engineer

- Developed and released production-ready code from front to back in React + Redux and Context, Django, and Backbone.js
- The tech lead of my team leading our full-stack development and ensuring our system is of a high standard
- Work in a scrum team developing strong agile and team working skills
- Assisted with brand requests on production support to fix production bugs reported by our brands/users
- Developed and managed many Mysql databases and tables
- Started and led development on a brand new full-stack react project with new technologies such as Typescript React and a Django API
- Taught and mentored new developers on the team so they had the skills to be successful on the team. These skills included React, Pull Requests, Code Reviews, Unit Tests, and optimized API building
- Discuss features and developed relations with companies outside of the Blackhawk
- Lead initiatives for new feature work to renew contracts for our brands
- Ensured our frontend applications followed all accessibility standards so no matter what challenges a user may have using the site is not one of them.
- Developed high-quality unit test for all new code on both the frontend and backend
- Deployed and worked with build tools for getting code through to production
- Developed end to end testing suites for our React and Backbone applications using Cypress, Puppeteer, and Selenium
- Got to work and get some hands on experience with AWS

**USM Computer Science Capstone COS420**, Portland, ME

Jan 21, 2020 - May 01, 2020

Project Lead/Software Engineer

- Work in a team to store data and create a clean/functional UI in Java for the data
- Wrote Search Algorithm Libraries for other teams in the class to use on our data and the classes data
- Use Agile Practices and Iterative Development throughout the course that closely followed the Agile Unified Process
- Spent an iteration as the project lead not writing any code but guiding group to be productive throughout the Agile Process with code reviews and meetings and gave a presentation to the other teams and shareholders to ensure they understood the progress made over the iteration in a sprint review format
- Wrote through unit tests to ensure code functioned as intended at the end of the iterations
- Mentored fellow teammates on how to make maintainable Java APIs and have good git practices
- Pair Programmed to solve complex issues and hard user stories from the product owner

