

Jonathan Silverman

Computer Science Major, Biology Minor

EXPERIENCE

Conduent Inc. Newark, NJ — QA Intern

Summer 2017

Assisted in the development and launch process of the New Jersey EZ-Pass website and Interactive Voice Response System. Participated in code reviews, daily meetings with the development team and user pre-production testing.

Reference: frank.mcelroy@conduent.com

Paylock Inc. Somerville, NJ — Manager

June - August 2013, May - June 2014, June - September 2016

Worked as the manager of a small subsidiary of Paylock (IPT LLC). Handled the sale of products to individuals, companies and municipalities. This included product acquisition from the manufacturer, order fulfillment, and customer service via phone and email.

Reference: cjaramillo@paylock.com

EDUCATION

Boston University, Boston MA — B.A. Computer Science

Biology Minor

September 2014 - 2018

Highlighted courses: CS 330 (Algorithms): An overview of important algorithms from graph algorithms and divide and conquer to dynamic programming and polynomial time algorithms

CS 350 (Computer Systems): A class teaching the concepts of computer systems, including multithreading, semaphores, queuing systems, and hadoop mapreduce.

CS 320 (Concepts in Programming Languages): A course teaching the fundamentals of ML languages through the use of ATS.

CS 591 (Data Mechanics in Pervasive Urban Analysis), CS 492 (SPARK! Product Development Lab), CS 562 (Advanced Databases), CS506(Tools of Data Science)

PROJECTS

Winstagram

An application written in the Django web framework using mysql for the db and html/css for the frontend. Use cases include registration/sign in, friending other users, creating albums, uploading photos into albums, adding tags to photos, commenting and liking photos, searching through Users, Photos, Tags, and Comments, listing most active users, and listing most common tags.

Sync

A web app written in Python with flask, using MySQL as the database. In which a user can login through spotify, start a hosting session, invite a user to be the guest and synchronously listen to the same music based on the actions of the host. The application connects to Spotify API endpoints using OAuth2. The project also served as an introduction to poll-less requests and messages to a server using AJAX and web sockets(socketio).

CONTACT INFO

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<https://github.com/j-silverman>

LinkedIn:

www.linkedin.com/in/jonathan-silverman-

SKILLS

Languages: Python, Java, Kotlin, C, JavaScript, JQUERY, HTML, ATS, SQL, PHP, PIG

Frameworks: Django, Flask, Android Studio, MySQL, SQLITE, Hadoop

Products: Excel, Powerpoint, Word, Access, Visio, Jira, Siebel