Seattle, WA 98117 <u>GitHub</u> | <u>LinkedIn</u>

# JONATHAN BEAUBIEN

JONBEAUBIEN.DEV

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## **EMPLOYMENT**

## **Contract Software Engineer**

**University of Washington I.T.** 

May 2022 - September 2022

**UW Course Dashboards** 

- Created reusable Vue 3 components to display course data and improve UX for hundreds of UW professors with modern JavaScript (ES6+).
- Configured vite build tool to bundle and minify bundle sizes by 50% using PostCSS.
- Wrote and maintained 2 separate Django REST framework APIs to communicate with a MySQL database.

## **Student Software Engineer**

**University of Washington I.T.** 

July 2020 - May 2022

MyUW / Foodalert / Scout

- Rewrote the University's student portal frontend (used by >20,000 students and staff daily) using Vue and Vuex for state management and increased unit tests with Jest and Cypress (30%).
- Decreased frontend load times by 10X by implementing asynchronous background tasks and configured REST API caching.
- Collaborated with co-workers during sprint planning and code reviews in an agile environment—tracking changes in JIRA.
- Developed and updated Docker and docker-compose files to improve the CI/CD pipeline.

#### **EDUCATION**

### Seattle, WA

**University of Washington** 

September 2018 – August 2022

- B.S. in **Applied and Computational Mathematical Sciences** with a concentration in Scientific Computing and Numerical Algorithms. GPA: 3.6.
- Undergraduate Coursework: Data Structures and Algorithms; Databases (SQL and NoSQL); Computer Science I and II (Java); Applied Mathematics (Python, MATLAB); Real Analysis; Linear Algebra; Computational Methods for Data Analysis; Scientific Computing. (Applied Math Portfolio)

## TECHNICAL EXPERIENCE

## **Projects**

- DJ Democracy (djdemocracy.com) (2022). Developed and deployed a real-time collaborative Spotify queue maker with a SocketIO, Express, and PostgreSQL with a VueJS frontend. Used the Spotify Web API to authenticate users with OAuth2.
- Word Trio (wordtrio.com) (2021). Developed and deployed a Wordle-type game using React and Tailwind CSS which garnered >2,000 visitors. Implemented Firebase for data persistence and handling aggregating anonymous puzzle data and used local storage.
- Class-ify (DubHacks) (2021). Created a web-app that aggregates data for 100+ UW courses including a RateMyProfessors API, Reddit comments/posts, and past quarter Syllabi to help inform students about CSE classes at UW using NodeJS, Express, and React.

## **Languages and Technologies**

JavaScript: VueJS, NodeJS, Express, SocketIO; Python: Django, NumPy; Java; MATLAB; SQL, MongoDB;
Tailwind CSS, Bootstrap; Docker; JIRA; git, GitHub;