

## JON ABULENCIA

### SKILLS

**Languages:** C#/.NET, Java, Python, Javascript, Go, C, Lua, Delphi

**Frameworks:** Xamarin, Hadoop, Kotlin, Selenium, Angular, Node, XMPP

**IDE and other tools:** Visual Studio, Android Studio, Azure, Kubernetes, WebRTC

### PROFESSIONAL PROJECTS

#### SKYLIGHT ANDROID CLIENT

*Built with C# and Xamarin.Android, with the Google Glass GDK.*

Brought onto the client team to assist in bug fixes based on customer feedback

Led the design and development of new features and feature improvements

#### SKYLIGHT SERVER INSTALLER

*Built with Delphi and Powershell, utilizing Octopus Deploy scripts*

Developed to reduce server deployment time for internal and partner use

Sole intern project to be officially released to partners for production

### PERSONAL AND COURSEWORK PROJECTS

**Deep Learning-driven Video Game Bot** | *Torch ML framework, Lua*

**HMD Motion-Tracking Image Viewer** | *C# with Xamarin.Android, .NET*

**Connect 4 on Android** | *Java with Kotlin in Android Studio,*

**Mass Tweet Analyzer** | *Hadoop in Java, using the Twitter API*

### WORK HISTORY

#### SOFTWARE ENGINEER | UPSKILL, INC | HERNDON, VA

*January 2017 - Present*

#### ENGINEERING INTERN | APX LABS | HERNDON, VA

*May 2016 – January 2017*

#### JUNIOR SYSTEM ADMINISTRATOR | UMIACS | COLLEGE PARK, MD

*April 2015 – May 2016*

### EDUCATION

#### B.S. IN COMPUTER SCIENCE | UNIVERSITY OF MARYLAND, COLLEGE PARK

**Overall GPA:** 3.1

**Graduation:** December 2016

**Senior Coursework:** Human-Computer Interaction, Security, Parallel Architecture

**Minor:** East Asian Cultural Studies