

Jhonatan Rivera Cruz

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<https://github.com/jhonaRiver>

EDUCATION

Holberton School

Software Engineer – Foundations

San Juan, Puerto Rico

September 2021 – July 2022

- Graduated from a 9-month program focused on the foundations of computer science and software engineering, including low-level programming & algorithms, high-level programming & databases, and system engineering & networking
- Relevant Projects: AirBnB Clone, Not So Simple Shell, printf, and SIM among others
- GPA: 3.83
- Accolades: Student Tutor

WORK EXPERIENCE

Holberton School, *Software Engineering School*

San Juan, Puerto Rico

Student Tutor

January 2022 - present

- Help students daily to understand key concepts of the curriculum by demonstrating with whiteboards, live coding events and guiding students through resource materials
- Provide IT assistance to the school campus including, but not limited to, configuring, wiping computers, and coordinating with other student tutors to assist the Lead Instructor with daily operations
- Develop relationships with students to foster better communication, and address individual needs
- Attend weekly meetings with Education Lead/ Software Engineer to report student progress and provide feedback to bridge the gap between staff and students

Arcos Dorados, PR

San Juan, Puerto Rico

Shift Manager

June 2016 - March 2022

- In charge of the store's operations, employees' training, and schedules, stock inventory and production levels

PROJECTS

SIM - <https://github.com/luiscolon0426/SIM>

Sales and Inventory Management

July 2022

- Developed an application that lets the user sell products
- Implemented a database for storing products and users using MongoDB
- Notifies the user whenever a product is going out of stock

AirBnB Clone – https://github.com/jhonaRiver/AirBnB_clone_v4

Built an AirBnB replica using Python, MySQL, HTML, CSS, JavaScript, and Flask on a Nginx server

March 2022

- Wrote a CRUD command interpreter with two options for back-end storage engines: ORM with SQL or File System with JSON
- Developed Fabric scripts for configuring and deploying a load balancer with multiple application servers enabling new server configuration, automatic versioning, and deployment to ensure zero down-time in the event of a catastrophic failure, and optimized latency during normal operations
- Collaborated with different students at each stage of development, assigned tasks coordinated tasks and times for meeting and working together

Not So Simple Shell – https://github.com/gabriel337/simple_shell

A shell replica built in C

December 2021

- Designed and developed a shell with system calls, and zero memory leaks that could accept input from multiple commands with signal handling
- Created a flowchart detailing the execution process, and presented in a mock interview to lead instructor

SKILLS & INTERESTS

- **Languages:** Spanish (Native Speaker), English (Fluent)
- **Programming Languages:** C, Python, Bash, MySQL, JavaScript, HTML, CSS, Kivy
- **Tools:** Git, Vim, Shell, Vagrant, VirtualBox, Linux, Valgrind, Nginx, Puppet, Fabric, NumPy, Matplotlib
- **Skills:** Problem solving, mathematical aptitude, self-development, autodidacticism, debugging, troubleshooting, memory management
- **Learning:** PyTorch, fast.ai