

Jonathan King

Software Engineer

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Education

Georgia Institute of Technology, Atlanta, Georgia May 2019
B.S. Computer Science

Work Experience

Hoylu - Client Services Team supporting Alcon August 2022 - Present
Software Engineer II (Full Stack)

- Utilized a tech stack leveraging Kotlin, Spring Boot, React, and AWS services (S3, Lambda, SQS) to deliver a seamless and efficient returns process, est. ~10,000 returns per year
- Designed scalable bulk email architecture to ensure efficient and smooth email campaigns while maintaining the integrity of existing systems
- Established quantitative metrics utilizing over 1M orders and aggregated dollar values across different criteria to measure the app's benefits for eye care providers
- Enhanced the functionality of the existing Node.js price scraper by incorporating additional websites, expanding the app's coverage of product prices across retailers
- Improved auto import functionality, enabling image uploads that trigger AI-driven data extraction, automatically populating user orders with the extracted information
- Identified and addressed production bugs across the entire tech stack, utilizing Datadog for efficient issue detection and resolution
- Developed and implemented Kotlin migration scripts, streamlining the process of updating data stored in MongoDB across all environments.

OneTrust July 2019 - June 2022
Software Engineer (Front End)

- Delivered 50+ features within the Angular framework to meaningfully contribute to the company's fast growth within the data privacy market
- Implemented unit tests to establish code coverage across the application increasing coverage from 0% to a 70% threshold requirement
- Constructed data lineage visualization using D3.js to enable users to view data connections across tables based on transfers defined within Cosmos DB
- Performed product demonstrations weekly to 30+ coworkers to receive feedback and improve features before deploying to production

Side Project

DraftDay September 2024 - Janurary 2025

- Developed new features for the iOS app utilizing TypeScript, Node.js, Firebase, and SwiftUI to allow 300+ users to compete against each other weekly in fantasy football
- Engineered tournament scoring logic to facilitate weekly player drafts and dynamic score accumulation, concluding with winners decided when the tournament ends

Skills

Languages Typescript, Javascript, Python, HTML, CSS, Kotlin, Java
Technologies React, Redux, Spring Boot, MongoDB, Node.js, Angular, RxJS
Tools Gitlab, Bitbucket, Jira, Git, Jenkins, Datadog, Docker, Confluence
Cloud Services AWS (S3, Lambda, SQS, Athena)