JON KULTON

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EXPERIENCE

Software Engineer II, Knock

2020 - Present

- Designs, builds, and maintains APIs, microservices, and tools powering Knock's internal and customer-facing applications
- · Authors and contributes to internal developer tooling solutions and shared libraries
- · Monitors and debugs services, identifying and addressing areas for improvement to speed, reliability, and sustainability of systems

Software Engineer, Mothership

2019 - Present

- · Built an open-source platform-as-a-service in Node.js, PostgreSQL, Docker, and Redis
- · Researched and built multi-tenant platform architecture for deployed apps with container orchestration backed by Docker Swarm
- · Created build system supporting deployment of Ruby, Python, and Node.js apps
- · Implemented feature for viewing app service logs via web or CLI using WebSockets
- · Authored CLI client and automated setup tool for Mothership using Node.js
- · Co-authored Mothership case study: https://mothership-paas.github.io/case-study

Full Stack Developer, Self-Employed

2017 - 2019

- · Developed open source software with technologies such as Ruby, Node.js, Rails, SQL, React, Docker, HTML, and CSS
- **Reaction**: A Trello clone built in React and Redux with a Rails API backend that supports creating, editing, and deleting boards, lists, and cards
- · Postit: A Reddit clone built with Rails and PostgreSQL allowing users to create, comment on, and upvote/downvote posts

EDUCATION

Liberty University, Lynchburg, VA

2015 - 2016

· B.S., Management Information Systems: Application Development, GPA: 4.0

Launch School, Software Engineering and Full-stack Web Development

2017 - 2019

SKILLS

Node.js, Go, Ruby, Rails, PostgreSQL, MySQL, JavaScript, React, HTML/CSS, Docker, Docker Swarm, Container Orchestration, AWS, Terraform, GraphQL