Jonathan Jiang

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SUMMARY

Backend Engineer with **3+** years of experience in **scalable system** design, high-performance APIs, and DevOps automation. Proven track record reducing latency by 40% and improving uptime by 30%; skilled in CI/CD, observability, and clean architecture.

EDUCATION

Master of Science in Computer Science — Graduated: Dec 2024
San Jose State University, San Jose, CA

B.S. in Mathematics-Computer Science — Graduated: Jun 2018
University of California, San Diego, CA

EXPERIENCE

Instructional Student Assistant – Information Security — Aug. 2023 – June 2024
San Jose State University — *San Jose, CA*
- Mentored students on course material and final projects to enhance understanding and academic performance.
- Evaluated assignments and papers, providing constructive feedback.
- Led weekly discussion sessions to clarify complex topics, reinforce key concepts, and promote collaborative learning.

DevOps/SRE Engineer — Sep. 2021 – Jul. 2022
Jubo Health Technologies Inc. — *Taipei, Taiwan*
- Redesigned a Go-based RESTful API, achieving a **40%** reduction in response time through SQL optimization and algorithm enhancements.
- Refactored and developed a distributed backend server to improve scalability, maintainability, and testability by removing state and applying interface segregation.
- Built and optimized CI/CD pipelines using GitLab CI/CD, GCR, and ArgoCD to streamline deployments and improve workflows.
- Implemented Grafana and Prometheus dashboards, improving system uptime by **30%** through proactive monitoring and alert handling.
- Maintained Kubernetes clusters and provided SRE support by debugging and resolving system issues to ensure high availability and performance.

Software Engineer — Jan. 2021 – Aug. 2021
Skyline Worldwide Limited — *Taipei, Taiwan*
- Developed backend services for mobile games to support high concurrency using Netty's asynchronous I/O model.
- Contributed to internal documentation to improve clarity and team knowledge sharing.

Software Engineer — Nov. 2018 – May 2020
Teradata Corporation — *San Diego, CA*
- Wrote and maintained core database system components in **C/C++**, contributing to performance-critical features of the Teradata Database.
- Analyzed source code to identify root causes of defects and completed Discrepancy Reports (DRs).
- Implemented software fixes, conducted regression testing, and merged stable changes into the production codebase.
- Collaborated with internal and external teams during on-call rotations to resolve production issues efficiently.
- Assisted the support engineering team in reducing average incident resolution time by **10%** through expert-level debugging and source code investigation.

TECHNICAL SKILLS

Languages: Go, C/C++, Java, Python, JavaScript, SQL, Bash

Web & Frontend: React, Tailwind CSS, HTML5

Backend & Infrastructure: RESTful APIs, gRPC, Protobuf, Docker, Kubernetes, GitLab CI/CD, ArgoCD, Linux/Unix, Git

Monitoring: Prometheus, Grafana

Databases: PostgreSQL, MySQL, Redis, Teradata, DynamoDB, Hadoop

Cloud Platforms: AWS, GCP

Tools & Networking: GNS3, Wireshark, VirtualBox

PUBLICATIONS

Multimodal Techniques for Malware Classification — 2025
- Jonathan Jiang, Mark Stamp
- *arXiv preprint*, arXiv:2501.10956