JONATHAN XUE

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SKILLS

LANGUAGES: Java, Python, C#, JavaScript
TECHNOLOGIES: Jenkins, Docker, .NET, Maven, Kafka, Reactive Programming, Hadoop

EMPLOYMENT

IBM, *Full Stack Developer* Sept. 2019 - Dec. 2019
Creating guides for OpenLiberty, an open-source framework for building cloud-native Java microservices
I wrote a guide for creating a reactive application with OpenLiberty, RxJava and Jersey. I also wrote a guide for setting up a Kafka cluster in an OpenLiberty application.
Maintained and designed tools for monitoring traffic and metadata for the entire organization's guides

IBM, *Security Software Developer* Sept. 2018 - Dec. 2018
Designed employee lookup tool that uses data from an input file to extract data from internal employee database; Tool created with Python
Created a tool to automate the approval process of the usage of third-party libraries using Python and Jenkins
Integrated automatic reminders for Zenhub tasks using Slack and Jenkins

Finastra, *Developer* Jan. 2018 - Apr. 2018
Wrote file import and export service using C#
Automated validation of user inputs using Linq and SQL Server
Refactoring of tests using Entity Framework

SM Research, *Software Developer* May 2017 - Aug. 2017
Created software of new model of PCR (Polymerase Chain Reaction) machine using WPF/.NET
Designed custom user controls that model real-world lab equipment such as a data grid that models a 12x12 tray of test tubes
Began integration of MVVM architecture to the entire project

RBC, *Technical QA Analyst* Sept. 2016 - Dec. 2016
Planned solutions to reduce space constraints in test environment, freeing 2 TB of storage in Teradata database
Automated test setup and execution for QA team

PROJECTS

Game Engine 2020
I'm making my own 2D game engine for another side-project
The engine is written in C++ with SDL2 and supports all sorts of things like custom UI and real-time physics
You can check out the code on my Github!

Mini Social Media Apr. 2019
Console-based social media created using Java and MySQL

EDUCATION

University of Waterloo Sept. 2015 - Apr. 2020
Bachelor of Applied Science Computer Engineering 2020